

## SEG2105 Assignment 1

Textbook Questions**E26**

	<b>Advantages</b>	<b>Disadvantages</b>
<b>Design 1</b>	<ul style="list-style-type: none"> <li>• Simplifies data storage</li> <li>• Reduces memory usage</li> </ul>	<ul style="list-style-type: none"> <li>• Requires an additional flag to indicate which type is stored.</li> </ul>
<b>Design 2</b>	<ul style="list-style-type: none"> <li>• A simple implementation for polar computations</li> </ul>	<ul style="list-style-type: none"> <li>• More room for errors during computations</li> </ul>
<b>Design 3</b>	<ul style="list-style-type: none"> <li>• Efficient for storing and retrieving cartesian coordinates</li> </ul>	<ul style="list-style-type: none"> <li>• Complicated to compute polar coordinates</li> </ul>
<b>Design 4</b>	<ul style="list-style-type: none"> <li>• Provides access to both types, making them easier to retrieve</li> </ul>	<ul style="list-style-type: none"> <li>• Higher memory usage</li> </ul>
<b>Design 5</b>	<ul style="list-style-type: none"> <li>• Both modules are incorporated into the program, which is more efficient</li> </ul>	<ul style="list-style-type: none"> <li>• Increased memory and complexity of code</li> </ul>

**E30**

For Part 2a below, we created an array of size 10,000,000, and below are the construction run times in milliseconds for ArrayList, Vector, and Array

	<b>Trial 1</b>	<b>Trial 2</b>	<b>Trial 3</b>	<b>Trial 4</b>	<b>Trial 5</b>	<b>Trial 6</b>	<b>Trial 7</b>
<b>ArrayList</b>	1536	1519	3896	3123	2967	3661	2947
<b>Vector</b>	977	1028	2104	2477	1691	2103	1347
<b>Array</b>	250	322	566	806	416	611	347

Average Runtime for each Array (ArrayList, Vector & Array):

ArrayList = 2807 ms

Vector = 1675 ms

Array = 474 ms

Part 2b: Below are the iteration run times in milliseconds for ArrayList, Vector, and Array

	<b>Trial 1</b>	<b>Trial 2</b>	<b>Trial 3</b>	<b>Trial 4</b>	<b>Trial 5</b>	<b>Trial 6</b>	<b>Trial 7</b>
<b>ArrayList</b>	46	39	68	56	89	41	136
<b>Vector</b>	373	400	842	596	706	566	1447
<b>Array</b>	13	26	46	23	24	17	32

Average Runtime for each Array (ArrayList, Vector & Array):

ArrayList = 68 ms

Vector = 704 ms

Array = 26 ms

**Conclusion**

In conclusion, the array with the fastest run time Array for both parts (construction and iteration times). It's important to consider the specific requirements of your application when choosing between Array