In Sequence:

|  |  |  |
| --- | --- | --- |
| Data Size | PolymorphicBST (Nanoseconds) | TreeMap (Nanoseconds) |
| 100 | 312098 | 234271 |
| 500 | 2732243 | 544395 |
| 1000 | 6582508 | 697283 |
| 2500 | 31277778 | 848591 |
| 5000 | 97244686 | 1842961 |

Random Numbers:

|  |  |  |
| --- | --- | --- |
| Data Size | PolymorphicBST (Nanoseconds) | TreeMap (Nanoseconds) |
| 100 | 3501822 | 219654 |
| 500 | 594962 | 616691 |
| 1000 | 485530 | 705974 |
| 2500 | 1673084 | 854517 |
| 5000 | 1203356 | 1786861 |

For the time in sequence, the difference in times is due to the fact that the PolymorphicBST creates a tree that is imbalanced, and as such, the time needed to increase the tree is much longer than the TreeMap, which automatically balances its tree.

For the random number times, both increased as data size increased, but the TreeMap increased more consistently, whereas the time the PolymorphicBST needed is largely still dependent on the results of the random numbers, again likely because of tree balance.