| Array Used | doublerAppend Function | doublerInsert Function |
|---|---|---|
| tinyArray | 91.105 microseconds | 37.314 microseconds |
| smallArray | 101.724 microseconds | 50.047 microseconds |
| mediumArray | 156.692 microseconds | 167.106 microseconds |
| largeArray | 675.775 microseconds | 6.355165 milliseconds |
| extraLargeArray | 4.275539 milliseconds | 834.611672milliseconds |

The results of the test conclude that the doublerInsert function might be faster when the size of the input is relatively small, however as soon as the input size gets much larger the doublerAppend function easily outperforms the doublerInsert function by a wide margin.

The doublerInsert function scales terribly in comparison to the doublerAppend function. This is clearly visible in the upper bounds of our tests where an array of 100,000 length was used as input. The doublerInsert function took nearly 20,000% longer to complete.

The doublerInsert function uses the unshift() method available in JavaScript. This method takes an array and moves all of the existing indices over by one in order to insert a value into the 0 index. This causes the doublerInsert to take much longer to execute because for each iteration the function needs to move over the whole array over by one and then insert a value into the index 0.