

Assignment 3

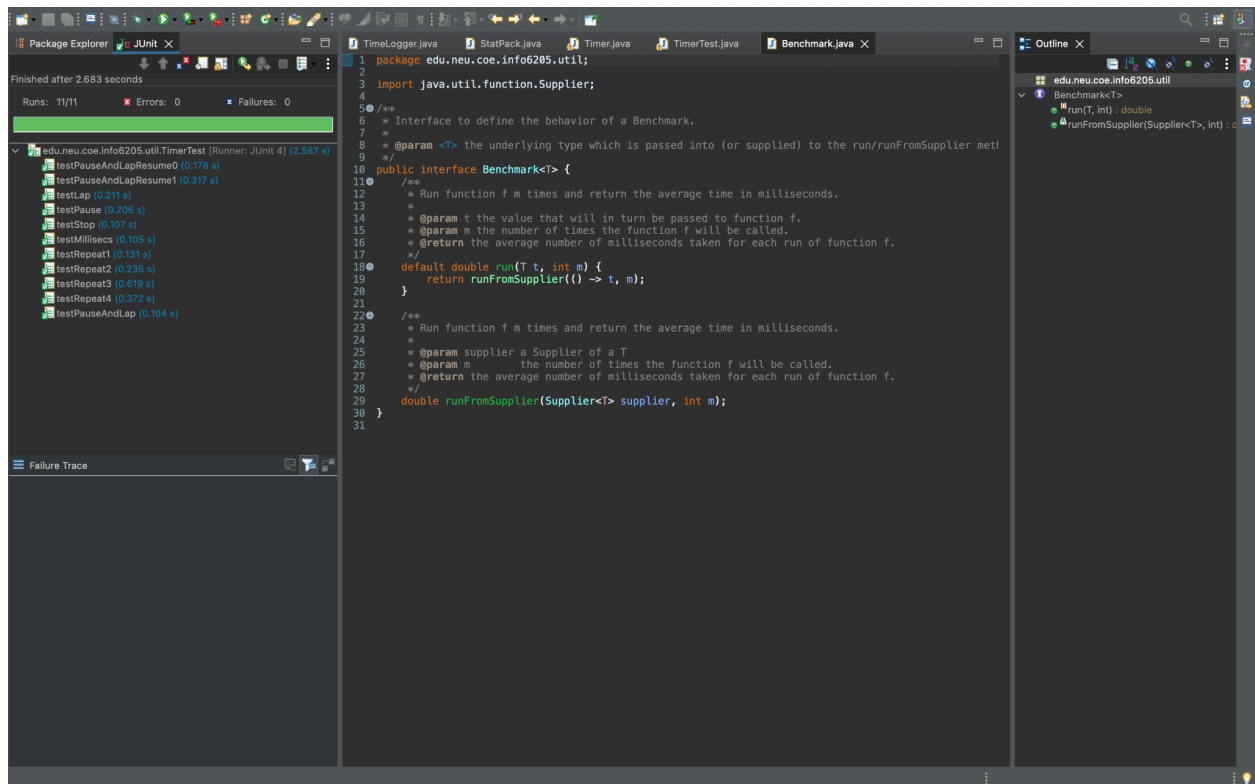
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Your task for this assignment is in three parts.

- (Part 1) You are to implement three (3) methods (*repeat*, *getClock*, and *toMillisecs*) of a class called *Timer*. Please see the skeleton class that I created in the repository. *Timer* is invoked from a class called *Benchmark_Timer* which implements the *Benchmark* interface. The APIs of these class are as follows:

Answer : Implemented the repeat getClock and toMillisecs of the Timer class

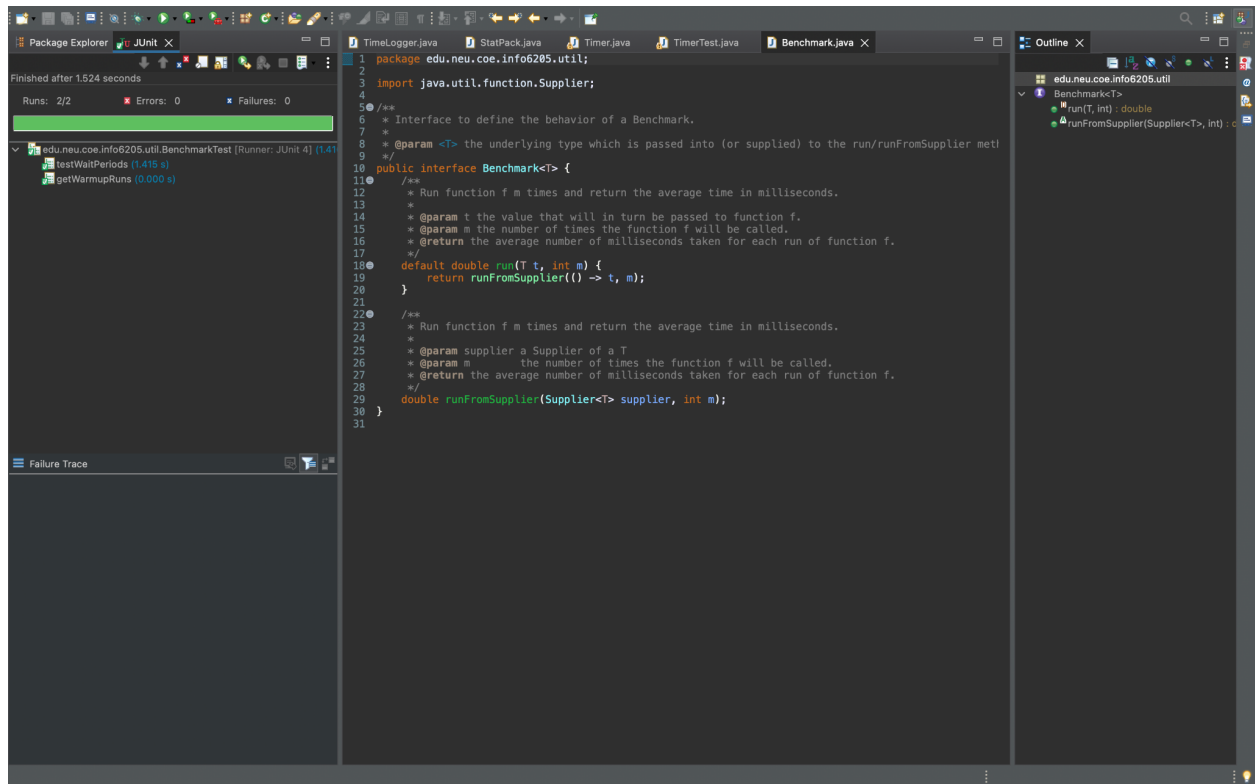


The screenshot shows an IDE with three main panels. The left panel displays the output of a JUnit test runner for `edu.neu.coe.info6205.util.TimerTest`. The test results show various methods passing, including `testPauseAndLapResume0`, `testPauseAndLapResume1`, `testLap`, `testPause`, `testStop`, `testMillisecs`, `testRepeat1`, `testRepeat2`, `testRepeat3`, `testRepeat4`, and `testPauseAndLap`. The right panel shows the source code for `Benchmark.java`, which defines the `Benchmark` interface and a `runFromSupplier` method. The middle panel shows the source code for `Timer.java`, which implements the `Benchmark` interface and provides the `repeat`, `getClock`, and `toMillisecs` methods.

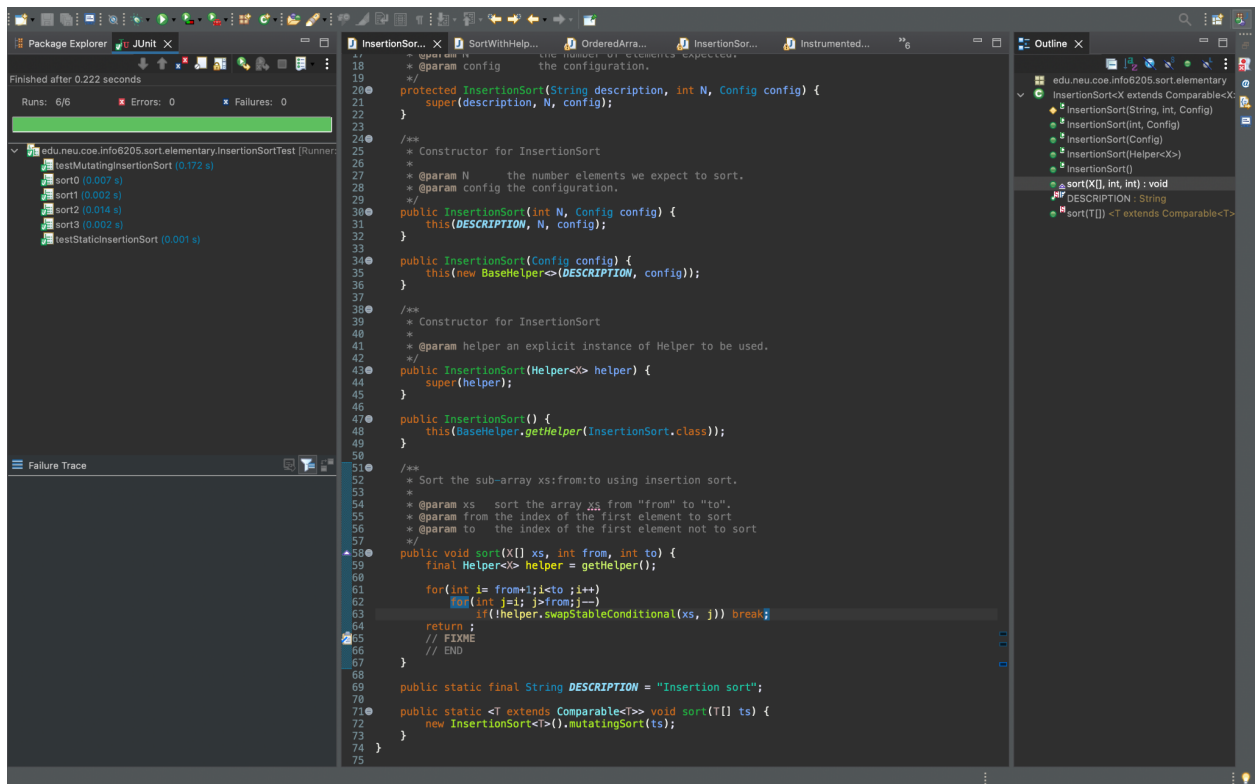
```
1 package edu.neu.coe.info6205.util;
2
3 import java.util.function.Supplier;
4
5 /**
6  * Interface to define the behavior of a Benchmark.
7  *
8  * @param <T> the underlying type which is passed into (or supplied) to the run/runFromSupplier methods
9  */
10 public interface Benchmark<T> {
11     /**
12      * Run function f m times and return the average time in milliseconds.
13      *
14      * @param t the value that will in turn be passed to function f.
15      * @param m the number of times the function f will be called.
16      * @return the average number of milliseconds taken for each run of function f.
17      */
18     default double run(T t, int m) {
19         return runFromSupplier(() -> t, m);
20     }
21
22     /**
23      * Run function f m times and return the average time in milliseconds.
24      *
25      * @param supplier a Supplier of a T
26      * @param m the number of times the function f will be called.
27      * @return the average number of milliseconds taken for each run of function f.
28      */
29     double runFromSupplier(Supplier<T> supplier, int m);
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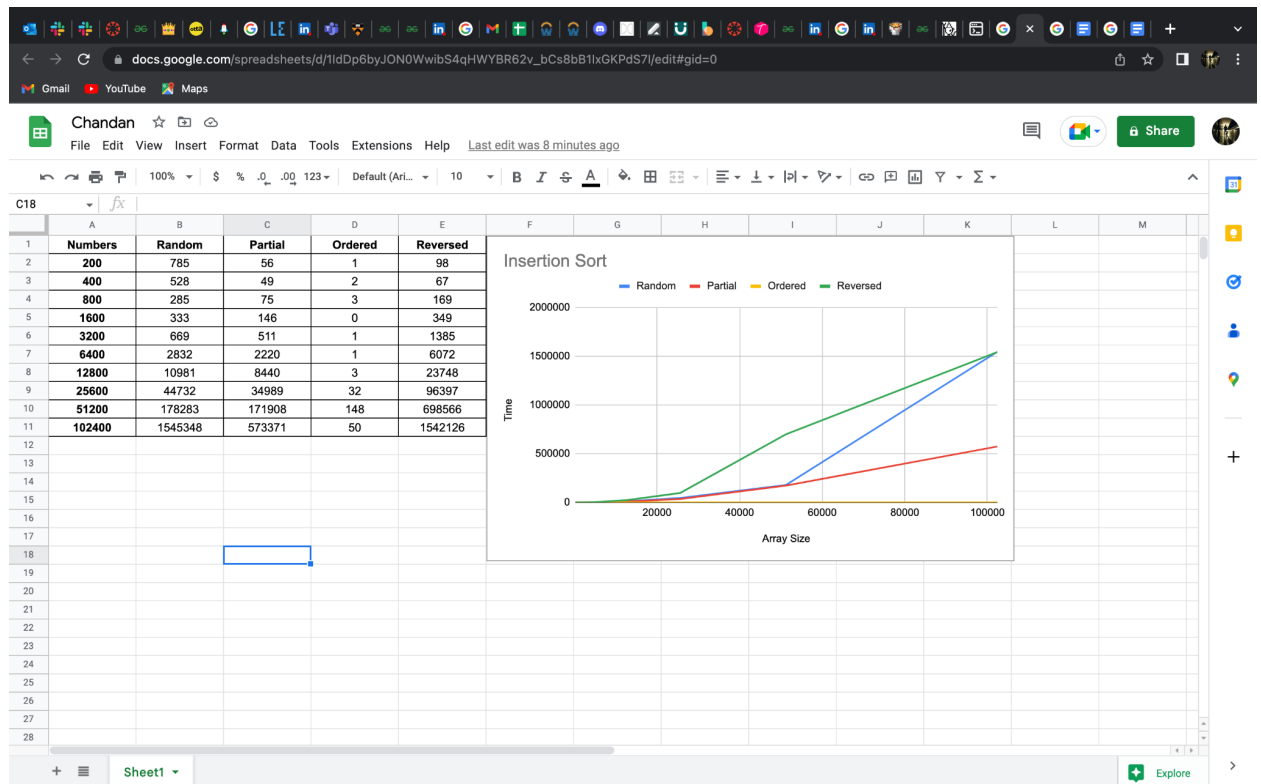
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- (Part 2) Implement *InsertionSort* (in the *InsertionSort* class) by simply looking up the insertion code used by *Arrays.sort*. If you have the *instrument = true* setting in *test/resources/config.ini*, then you will need to use the *helper* methods for comparing and swapping (so that they properly count the number of swaps/compares). The easiest is to use the *helper.swapStableConditional* method, continuing if it returns true, otherwise breaking the loop. Alternatively, if you are not using instrumenting, then you can write (or copy) your own compare/swap code. Either way, you must run the unit tests in *InsertionSortTest*.



- (Part 3) Implement a main program (or you could do it via your own unit tests) to actually run the following benchmarks: measure the running times of this sort, using four different initial array ordering situations: random, ordered, partially-ordered and reverse-ordered. I suggest that your arrays to be sorted are of type *Integer*. Use the doubling method for choosing n and test for at least five values of n . Draw any conclusions from your observations regarding the order of growth.



Random Array : all the values are picked randomly using the built-in random function.

Partial Array : the partial array where half of the array is filled with random numbers using the random built-in function. And the rest of the array is arranged in sorted way.

Ordered Array : where the array is sorted in ascending order.

Reversed Array : where the array is sorted in descending order for a given value of array.

Observation ;

From the above data and the time taken by the insertion sort to sort all the different kinds of values in array the best case is when the array is sorted and it takes the least time and the second array takes best case is with the partial sorted array where it almost takes the constant time and it has the $\log n$ time, where the ordered take almost like constant time. While the partial and reversed sorted arrays takes the worst time. Therefore from the above observation i can conclude that insertion sort takes less time to sort the sorted array where as it take to much time for the reversed array to be sorted. Because i has to make to many swaps and comparisons.