extraLargeArray Runtimes

	doublerAppend	doublerInsert
extraLargeArray	3.1603 milli	909.1997 milli
largeArr	656.9 micro	9.4471 milli
mediumArray	134.3 micro	197.4 micro
smallArray	85 micro	46.7 micro
tinyArray	75.4 micro	35.2 micro

Run-time

Larger arrays show how the run-time of different bits of code scale up. In this case the smaller the array got, the more efficient the doubleInsert method got. It goes both ways however, because it only becomes less efficient the larger the scale of the array. The doublerAppend method seemed to follow a linear or “O(n)” runtime complexity and the doublerInsert method seemed to follow a quadratic or “O(n^2)” runtime complexity. It is clear doublerAppend is better in any realistic case of application.