LINEAR SEARCH

BINARY SEARCH

```
// BinarySearchLab.java
// Source: https://www.geeksforgeeks.org/dsa/binary-search/
// Big O Complexity: O(log n)
// Explanation: Binary search works on sorted arrays. It divides
// the array in half each time to find the target number. Each step reduces the
// search by half, making it much faster than linear search for larger arrays.
import java.util.Random;
import java.util.Arrays;
```

```
public class BinarySearch {
   // Binary Search method
    public static int binarySearch(int arr[], int x) {
        int low = 0, high = arr.length - 1;
        // Keep looking while the search space is not
empty
        while (low <= high) {</pre>
            int mid = low + (high - low) / 2;
            // Check if x is at mid
            if (arr[mid] == x)
                return mid;
            // If x is bigger, ignore left half
            if (arr[mid] < x)</pre>
                low = mid + 1;
            // If x is smaller, ignore right half
            else
                high = mid - 1;
        }
        // If we reach here, x is not in the array
        return -1;
```

BUBBLE SORT

Screenshot 1:

Screenshot 2:

Screenshot 3:

SELECTION SORT

Screenshot 4:

Screenshot 5:

Screenshot 6:

INSERTION SORT

Screenshot 7:

Screenshot 8:

Screenshot 9:

SUMMARY AND CONCLUSIONS

For this lab, I tested bubble selection, and insertion sort. On small arrays, all three sorted correctly and quickly, but with larger arrays, timing shows big differences. Bubble sorts were the slowest, then selection then insertions being the fastest. All three algorithms have a Big O complexity of O(n²), meaning their time grows quickly as the array gets bigger. Using arrays with 10,000 elements or more was necessary to see some differences and see how the algorithms efficiency affects performance.