UMEÅ UNIVERSITY
Department of Computing Science
Assignment report

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5DV149 - Assignment 4

Data Structures and Algorithms (C) Spring 2019, 7.5 Credits

Comparision of table implementations

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Disclaimer: All the following sections can be broken down further (e.g. "Intro -> Intro + Theory").

1 Introduction

Describe the problem to the reader. *Assume that the reader does not know the assignment, what do they need to know? (E.g. data structure interfaces, algorithms et c.). This section could be split into e.g. Intro + Theory, Intro + Background et c.*

2 Methods

What did you do? *How did you set up your experiment? (E.g. explaining how you ran all three implementations on the same three sizes) How many times did you repeat? What machine did you run on? Anything interesting that could affect the results should be mentioned.*

3 Results

What did you find? *Present your results in tables/figures. Make sure to separate reporting (e.g. "The random lookup speed for all three implementations are presented in Table 4.") and commenting (e.g. "When comparing the random lookup speeds for all table implementations (see Table 4-6), table implementation X is faster then the others. The speed also seems to grow slower than for the other implementations."). Details about the implementations could be a subsection here, but also a separate section.*

4 Discussion

What does it mean? *Summarize the results, discuss whether or not they make sense. Discuss your methods and their implication on the results (e.g. are any of the tests misleading?).*

A Useful LaTeX examples

A.1 Figures

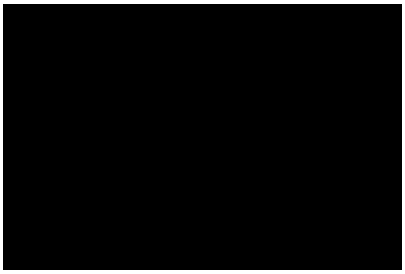

Figure 1: An example of how to use a figure, with a placeholder graphics.

See Figure A.1.

A.2 Tables

Table type	Lookup speed (ms)
MTFTable	x
ArrayTable	y
DlistTable	z

Table 1: The lookup speed for random keys.

See Table A.2.

A.3 Source Code

Listing 1: Example listing of C code

```
/* Example main */
int main(void) {
    return 0;
}
```