RUNTIME RESULTS:

- extraLargeArray: APPEND
    - insert 1.368555826 s
    - append 5.179571 ms
- largeArray: APPEND
    - insert 9.159821 ms
    - append 772.898 µs
- mediumArray: INSERT
    - insert 228.36 µs
    - append 315.959 µs
- smallArray: INSERT
    - insert 72.166 µs
    - append 243.462 µs
- tinyArray: INSERT
    - insert 57.612 µs
    - append 225.258 µs

PART 1 PARAGRAPH:

While going through and editing the code for runtime.js I was able to find the runtime results for all inserts and appends and find how each function scaled. The first thing I noticed was that the append for extraLargeArray and largeArray was faster, while the insert for mediumArray, smallArray, and tinyArray was faster. The function that scales the best would be the append array since it only adds to the end of the function so you don't have to choose where to input the value, however insert would be the faster choice between the two when the array is small enough.