

Program Structure and Algorithms

NAME: Apoorva Jain

NUID: 002764526

Task:

(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.

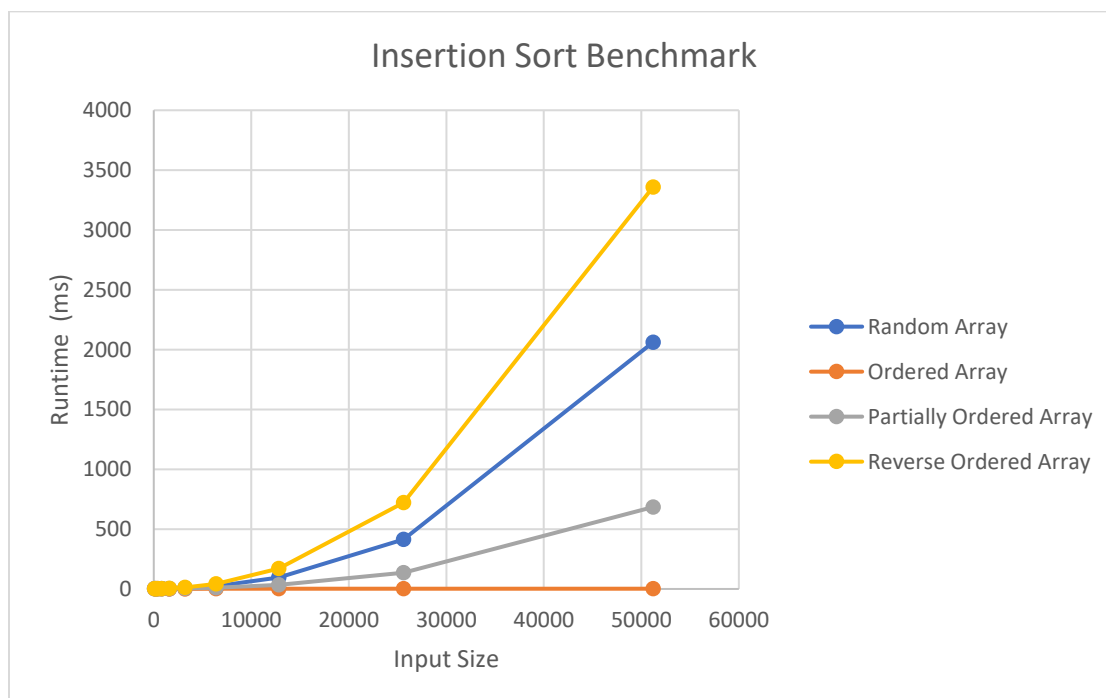
(Part 2) Implement *InsertionSort* (in the *InsertionSort* class) by simply looking up the insertion code used by *Arrays.sort*.

(Part 3) Implement a main program (or you could do it via your own unit tests) to run the benchmarks.

Explanation:

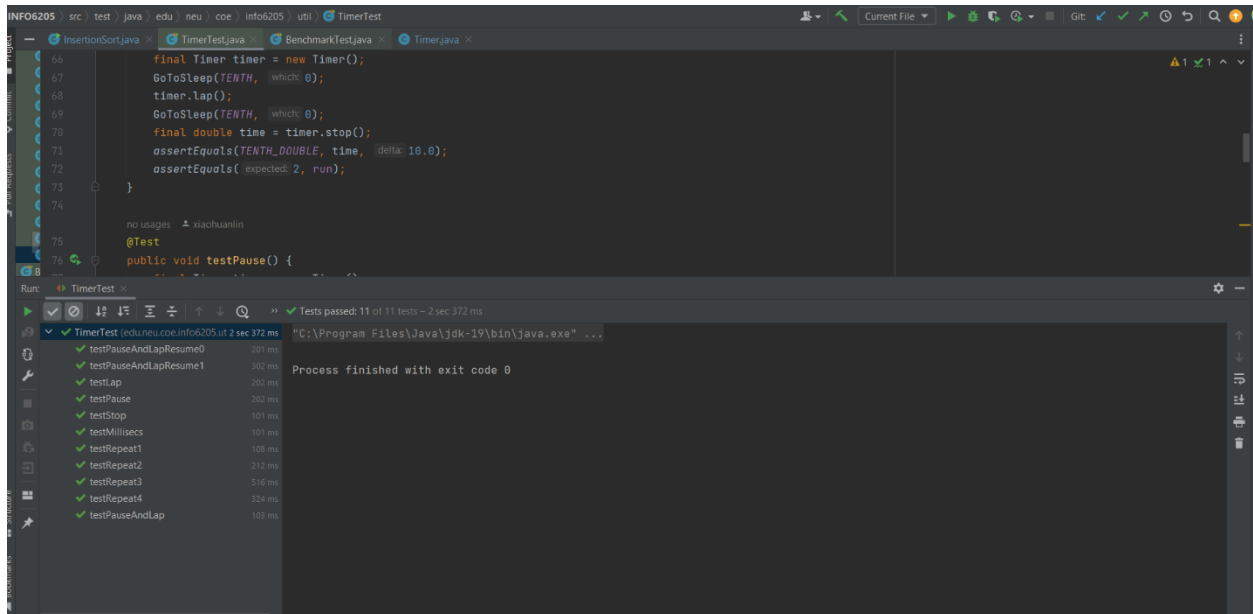
A random array's items are arranged randomly, leading to a sorting process that takes an average of $O(n^2)$ time. The method runs at its best when the array is already sorted, with a time complexity of $O(n)$. Some members in an array that has been partially sorted are in the right order, but others are not. Due to this, the algorithm's temporal complexity varies depending on the quantity of properly sorted items, falling between $O(n)$ and $O(n^2)$. When an array's components are arranged in reverse, sorting requires repeated swaps of each element, which has a temporal complexity of $O(n^2)$ and requires the longest sorting time.

Graphical Representation:



Unit Test Cases:

TimerTest:



BenchmarkTest:

