E/14/049

Discussion:

There are different scenario's we should identify when it's comes to finding the better algorithm. Some sorting algorithms are speed but consume more memory overhead. some of them are other way around. And some sorting algorithms are easier to code than others. Thus, selection of the best sorting algorithm for a particular application is usually based on the speed and memory constrains of the application, the character of the date set being sorted, and the coding skills of the programmer.

According to the time complexity the best one in these three algorithm is insertion sort algorithm.

But when we think about the memory usage in insert sort, you receive new records one at a time, so if you already have data to sort, you will need twice the size of the data - one to read from, one to write to. For any non-trivial dataset, this will probably cost more memory than the sort algorithm. Bubble sort can be done in-place

A bubble sort would also require less code to write.

In my implementations they are taking different execution times for different sizes of the data sets.

For arraySize of 30:

```
D:\>javac CompareSorting.java

D:\>java CompareSorting
insertion_sort alogithem takes 13 micro seconds
selection_sort alogithem takes 25 micro seconds
bubble_sort alogithem takes 62 micro seconds

D:\>
```

For arraySize of 1000:

```
C:\Windows\System32\cmd.exe

D:\>javac CompareSorting.java

D:\>java CompareSorting
insertion_sort alogithem takes 3888 micro seconds
selection_sort alogithem takes 6734 micro seconds
bubble_sort alogithem takes 8223 micro seconds

D:\>_
```

Sort	Time		
	Average	Best	Worst
Bubble sort	O(n^2)	O(n^2)	O(n^2)
Selection sort	O(n^2)	O(n^2)	O(n^2)
Insertion sort	O(n^2)	O(n)	O(n^2)

As per the table details in Insertion sort for the best case (already sorted array), algorithm take constant time for every insertion. But, for the others it is order of n square complexity.

Algorithm execution times would depends on

- 1. the sorting algorithm.
- 2. the size and data type of the array.
- 3. the randomness of the generated data.

If we held constants these the better algorithm for sorting a dataset is (considering memory overhead) bubble sort. But if you want as fast as possible, better to go with insertion sort algorithem.