

Runtime.js

Running node runtime.js logged two statements to the console:

Using extraLargeArray:

1- insert 960.796555 ms

2- append 94.648419 ms

Using largeArray:

1- insert 8.1418 ms

2- append 774.358 μ s

Using mediumArray:

1- insert 298.136 μ s

2- append 190.246 μ s

Using smallArray:

1- insert 93.926 μ s

2- append 156.411 μ s

Using tinyArray:

1- insert 114.826 μ s

2- append 108.782 μ s

It seems as though the insert function scaled better through all of the array sizes, however the gap in runtime seemed to get less drastic as the arrays got smaller.