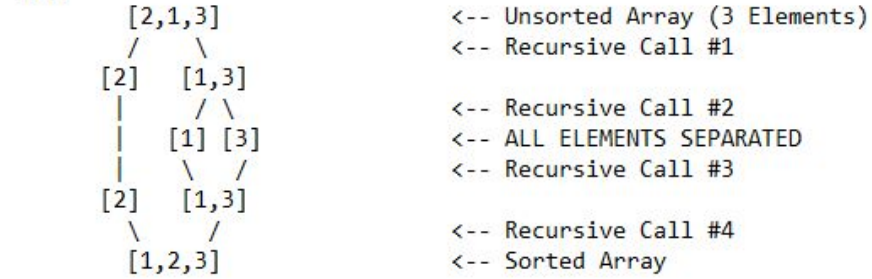
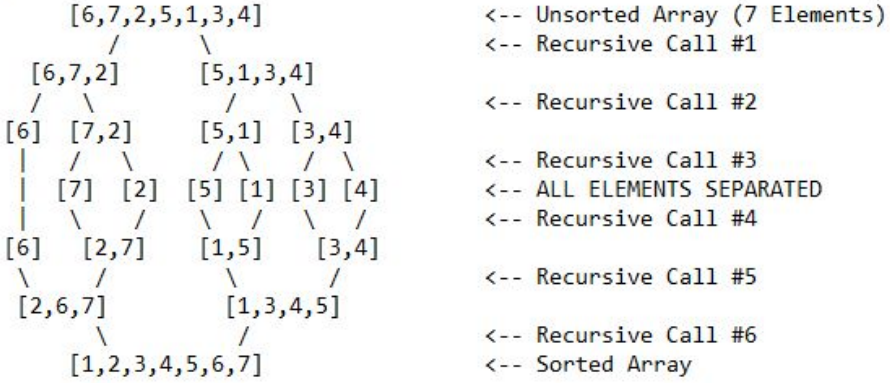
Kayli Matsuyoshi
APCS2 pd1
HW06 -- How Fast Are Your Turtles?
2018-0213t

Win:



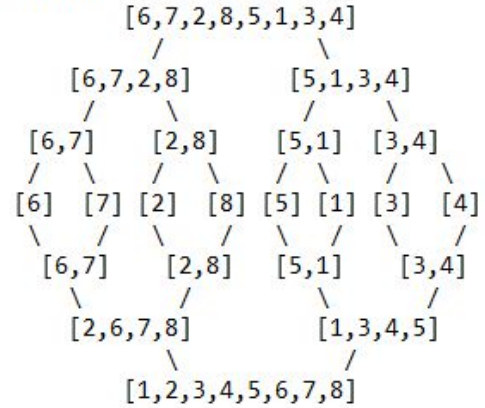
<-- Unsorted Array (3 Elements)
<-- Recursive Call #1
<-- Recursive Call #2
<-- ALL ELEMENTS SEPARATED
<-- Recursive Call #3
<-- Recursive Call #4
<-- Sorted Array

Tim:



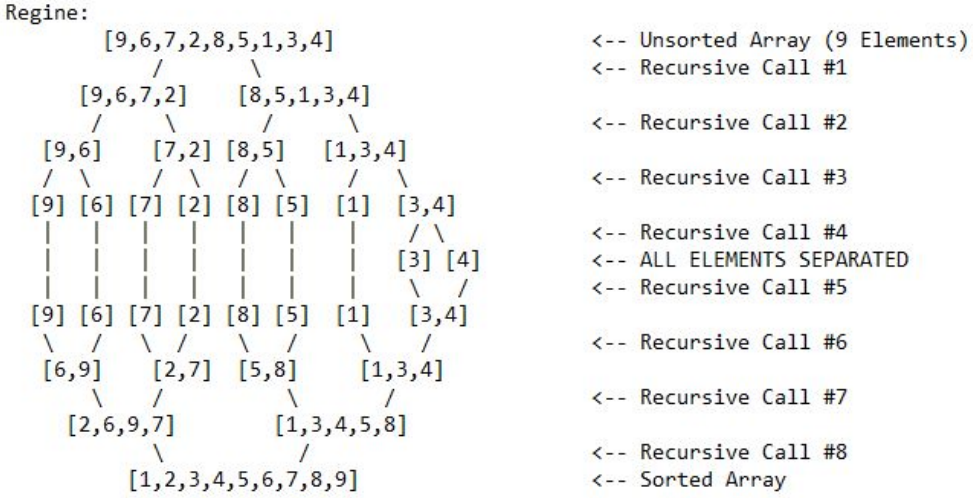
<-- Unsorted Array (7 Elements)
<-- Recursive Call #1
<-- Recursive Call #2
<-- Recursive Call #3
<-- ALL ELEMENTS SEPARATED
<-- Recursive Call #4
<-- Recursive Call #5
<-- Recursive Call #6
<-- Sorted Array

Jeremy:

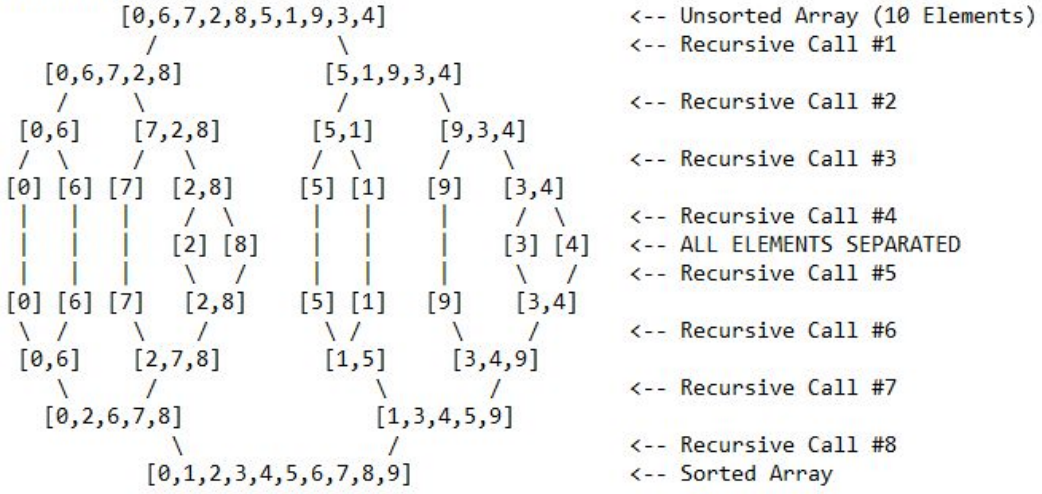


<-- Unsorted Array (8 Elements)
<-- Recursive Call #1
<-- Recursive Call #2
<-- Recursive Call #3
<-- ALL ELEMENTS SEPARATED
<-- Recursive Call #4
<-- Recursive Call #5
<-- Recursive Call #6
<-- Sorted Array

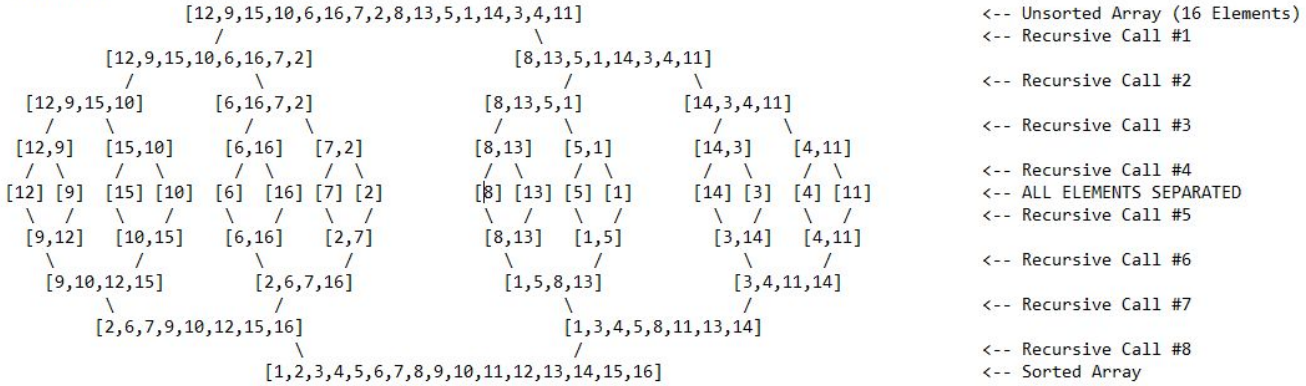
Regine:



Richard:



William:



The number of recursive calls once all the elements are divided can be doubled to obtain the total number of recursive calls for the sort.
I think the runtime is affected by the divisibility of the array. 2^x arrays can be sorted efficiently without "holding elements".