

Program Structures and Algorithms
Fall 2022(SEC 06)

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Task:

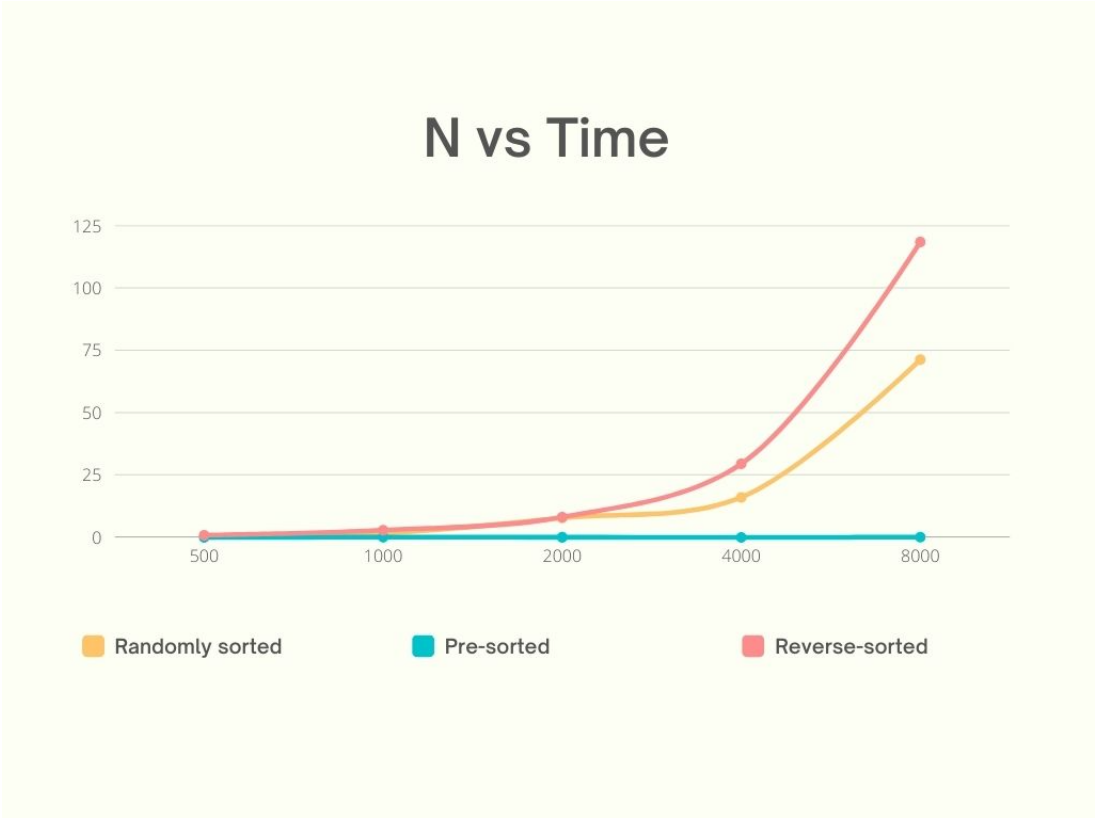
- (Part 1) You are to implement three (3) methods (*repeat*, *getClock*, and *toMillisecs*) of a class called *Timer*. Please see the skeleton class that I created in the repository. *Timer* is invoked from a class called *Benchmark_Timer* which implements the *Benchmark* interface.
- Part 2) Implement *InsertionSort* (in the *InsertionSort* class) by simply looking up the insertion code used by *Arrays.sort*. If you have the *instrument = true* setting in *test/resources/config.ini*, then you will need to use the *helper* methods for comparing and swapping (so that they properly count the number of swaps/compares). The easiest is to use the *helper.swapStableConditional* method, continuing if it returns true, otherwise breaking the loop. Alternatively, if you are not using instrumenting, then you can write (or copy) your own compare/swap code. Either way, you must run the unit tests in *InsertionSortTest*.
- (Part 3) Implement a main program (or you could do it via your own unit tests) to actually run the following benchmarks: measure the running times of this sort, using four different initial array ordering situations: random, ordered, partially-ordered and reverse-ordered. I suggest that your arrays to be sorted are of type *Integer*. Use the doubling method for choosing *n* and test for at least five values of *n*. Draw any conclusions from your observations regarding the order of growth.

Relationship Conclusion: After timing randomly sorted, pre-sorted and reverse-sorted for 5 values of *N*, it can be concluded that reversely sorted elements take the most time to be sorted and already sorted elements take the least time to be sorted.

Evidence to support that conclusion:

| | Random | Sorted | Reverse So |
|------|--------|--------|------------|
| 500 | 0.511 | 0.003 | 0.821 |
| 1000 | 1.601 | 0.017 | 2.873 |
| 2000 | 7.735 | 0.015 | 8.132 |
| 4000 | 16.023 | 0.008 | 29.47 |
| 8000 | 71.257 | 0.02 | 118.482 |

Graphical Representation:



Unit Test Screenshots:

BenchmarkTest:

The screenshot shows an IDE with the following components:

- Project Explorer:** Shows the project structure with files like `BenchmarkTest.java`, `Benchmark_Timer`, and `BaseHelper.java`.
- Code Editor:** Displays the `BenchmarkTest.java` file. The code includes package declarations, imports, and test methods like `testWaitPeriods()` and `getWarmupRuns()`. It uses `Benchmark_Timer` for timing and `GoToSleep` for delays.
- Console:** Shows the output of the test run, indicating it finished after 1.653 seconds with 2 runs, 0 errors, and 0 failures.
- Watermark:** A large, semi-transparent watermark "Mahathi Siddavatam" is overlaid on the right side of the image.

TimerTest:

The screenshot shows an IDE with the following components:

- Project Explorer:** Shows the project structure with files like `TimerTest.java`, `InsertionSort.java`, `BenchmarkTest.java`, and `BaseHelper.java`.
- Code Editor:** Displays the `TimerTest.java` file. The code includes package declarations, imports, and test methods like `testStop()`, `testPauseAndLap()`, and `testPauseAndLapResume()`. It uses a `Timer` class for timing and `PrivateMethodTester` for accessing private methods.
- Console:** Shows the output of the test run, indicating it finished after 2.68 seconds with 11/11 runs, 0 errors, and 0 failures.
- Watermark:** A large, semi-transparent watermark "Mahathi Siddavatam" is overlaid on the right side of the image.

InsertionSortTest:

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