Assignment 3

Timer.java code changes

Repeat Function

```
public <T, U> double repeat(int n, Supplier<T> supplier, Function<T, U>
function, UnaryOperator<T> preFunction, Consumer<U> postFunction) {
    logger.trace("repeat: with " + n + " runs");
    T pre = null;
    // FIXME: note that the timer is running when this method is called and
    should still be running when it returns. by replacing the following code
    for(int i = 0; i<n; i++) {
        lap();
        pause();
        if(preFunction!= null) {
            pre = preFunction.apply(supplier.get());
        }
        resume();
        U fun = null;
        if(pre!= null) {
            fun = function.apply(pre);
        }
        else {
            fun = function.apply(supplier.get());
        }
        pause();
        if(postFunction != null) {
                postFunction.accept(fun);
        }
        resume();
    }
    pause();
    resume();
}
pause();
return meanLapTime();
// END</pre>
```

Get Clock Function

```
private static long getClock() {
    // FIXME by replacing the following code
    return System.nanoTime();
    // END
}
```

To Milli Secs Function

```
private static double toMillisecs(long ticks) {
```

```
// FIXME by replacing the following code
  return TimeUnit.NANOSECONDS.toMillis(ticks);
  // END
}
```

Unit test cases

Insertion.java

```
public void sort(X[] xs, int from, int to) {
    final Helper<X> helper = getHelper();
    for(int i = from +1; i< to; i++) {
        int k = i;
        while(k > from && helper.swapStableConditional(xs, k)) {
            k--;
        }
    }
    // FIXME
    // END
}
```

Unit test cases

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```

Different types of array filling logics:

Random Array:

```
public static void randomArray(Integer[] arr) {
    for(int i=0;i<arr.length;i++) {
        Random rand = new Random();
        arr[i] = rand.nextInt(50);
    }
    arraySort(arr.length, arr);
}</pre>
```

Ordered Array:

```
public static void orderedArray(Integer[] arr) {
    for(int i=0;i<arr.length;i++) {
        arr[i] = i;
    }
    arraySort(arr.length, arr);
}</pre>
```

Revere Ordered Array:

```
public static void reverseOrderedArray(Integer[] arr) {
   for(int i=arr.length-1;i>=0;i--) {
      arr[arr.length -1 - i] = i;
   }
   arraySort(arr.length, arr);
}
```

Partially Ordered Array:

```
public static void partiallyOrderedArray(Integer[] arr) {
    // Ordered
    for(int i=0;i<arr.length/2;i++) {
        arr[i] = i;
    }

    //Random
    for(int i=arr.length/2;i<arr.length;i++) {
        Random rand = new Random();
        arr[i] = rand.nextInt(50);
    }

    arraySort(arr.length, arr);
}</pre>
```

InsertionSortWithDifferentArrayValuesAndOrdering.java

```
package edu.neu.coe.info6205.sort.elementary;
import edu.neu.coe.info6205.sort.Helper;
import edu.neu.coe.info6205.sort.HelperFactory;
import edu.neu.coe.info6205.util.Config;
import java.util.Random;
import java.util.function.Supplier;
public class InsertionSortWithDifferentArrayValuesAndOrdering {
  public static void arraySort(int n, Integer[] a) {
config);
      reverseOrderedArray(arr);
      randomArray(arr);
      partiallyOrderedArray(arr);
      orderedArray(arr);
  public static void randomArray(Integer[] arr) {
Benchmark Timer<>("Sort random ordered array of " + arr.length + " elements",
randomFunc);
```

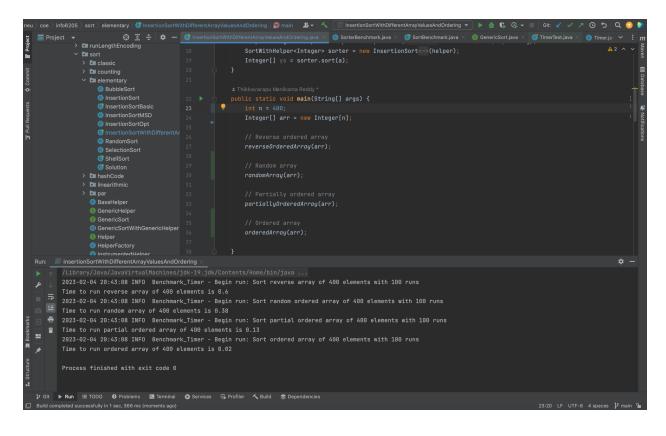
```
Supplier<Integer[]> random = () -> {
      double randomTime = randomOrderTimer.run(random.get(), 100);
  public static void orderedArray(Integer[] arr) {
      Supplier<Integer[]> ordered = () -> {
      orderedFunc.accept (ordered.get());
  public static void reverseOrderedArray(Integer[] arr) {
reverseArr);
everse array of " + arr.length + " elements", reverseFunc);
      reverseFunc.accept(reverse.get());
elements is " + reverseTime);
```

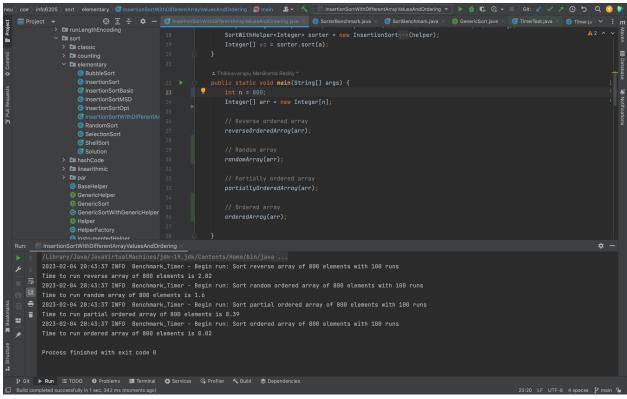
Unit test cases

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Output Screenshots

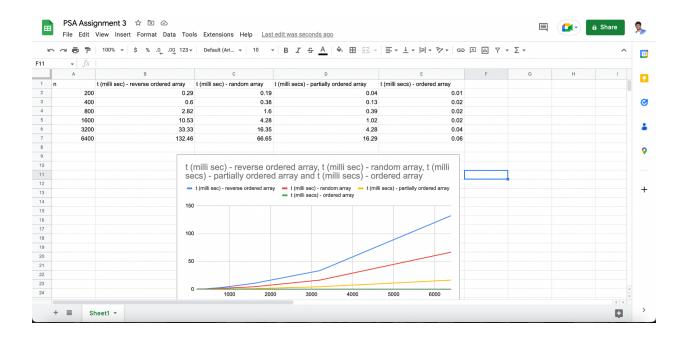
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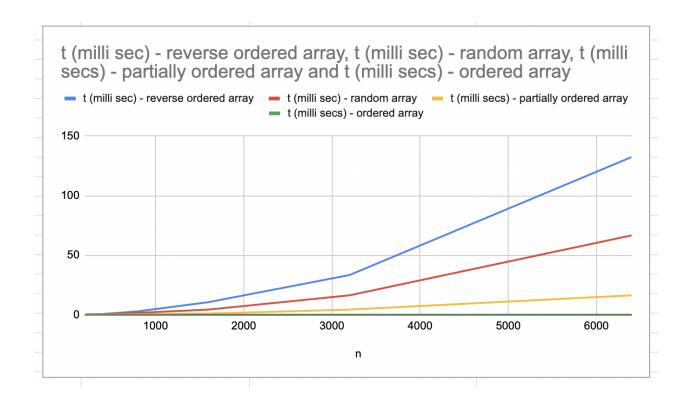




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Excel sheet screenshots





Observations:

- a) The graph shows that, for bigger array sizes, the reverse ordered array requires the longest time to sort using insertion sort since all of the elements must be moved to their proper locations.
- b) Since there is a good probability that some of the random numbers created by the random function contain some of the numbers already in the right location, random array takes somewhat less time than reverse ordered array.
- c) Since half of the array would already be in the sorted position, partially sorted order requires less time than the random array.
- d) The optimal scenario is an array that has already been sorted, which takes the shortest amount of time and is expected given that the array has already been sorted.