In my sorting analysis I'll be comparing three different sorts: bubble sort, insertion sort and quick sort. Each sort had to sort through four arrays of different sizes (10000, 20000,50000, 100000) and each of those arrays had four versions (random, ascending, descending). In total, there were 12 different arrays to sort through. In order to get a more accurate time, I did each of the array 5 times and then took the average the 5 times. Therefore, each sorting algorithm was tested 60 times.

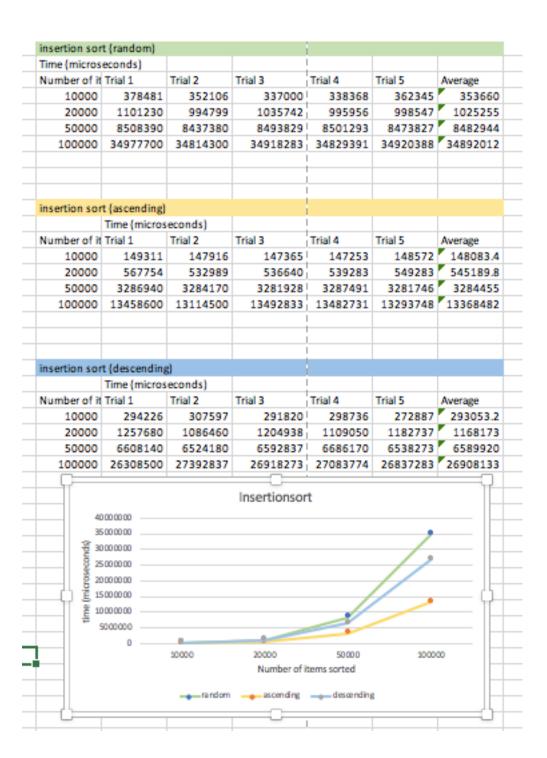
Bubble sort is a quadratic sorting algorithm with a time complexity of $O(n^2)$. With the number of items sorted being on the x-axis and the time being on the y-axis, it can be concluded that as the size increases, the time increases quadratically. The order of the data affects the sorting time. Randomization causes the sorting to take a longer time, compared to being already in order takes the shortest time.

Insertion sort is also a quadratic sorting algorithm, which means it also has a time complexity of $O(n^2)$ and is indicated by the graph. The number of items being sorted and the run time has a quadratic relationship and it can be confirmed by the graphs. It also follows the trend with random data taking the longest time and the data in order taking the shortest.

Quick sort is non-quadratic sorting algorithm with the best-case time complexity of O(nlogn) and indicated by the graph. Quick sort requires a pivot position to compare the data to and each graph will look different depending on which pivot position is chosen. I selected the last position as the pivot position and recursively used quick sort to sort either side of the array. Quick sort follows a different trend compared to the quadratic sorts, quick sort has the shortest time when sorting an array of random numbers, and takes the longest time when sorting through ascending order numbers.

All three methods are acceptable ways to sort through an array of integers. However, between these three sorting algorithms, quick sort takes the least amount of time overall, but especially when encountering random integers in no specific order.

bubble sort (random)							
	Time (micros	seconds)				i	
Number of items sorted	Average	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	
10000	351013.8	366032	345586	382896	341937	318618	
20000	1016778.4	996932	1013510	1031080	1013920	1028450	
50000	8391730	8723060	8254370	8284190	8350110	8346920	
100000	35129380	34413300	33822900	36485800	37210700	33714200	
bubble sort (ascending)							
	Time (micros	econds)				l	
Number of items sorted	Trial 1	Trial 2	Trial 3	Trial 4		Average	
10000	142444	142500	151628	149970	138619	145032.2	
20000	582674	593412	586126	580281	598540	588206.6	
50000	3484480	3441010	3449300	3438350	3462330	3455094	
100000	13730500	13731000	13796400	13883200	13737000	13775620	
bubble sort (descending)							
	Time (micros	econds)					
Number of items sorted	Trial 1	Trial 2	Trial 3	Trial 4		Average	
10000	252807	251046	256612	256718	258356	255107.8	
20000	1046090	1087410	1116410	1040020	1047470	_	
50000	6621570	6210420	6253040	6190990	6255450	_	
100000	24794200	24878200	24872200	24727700	24804800	24815420	
		B	ubblesort				
	40000000		000103011				
	35000000				,		
Vi.	30000000				/		
9	25000000						
(micros	20000000						
Ē	15000000			_//			
- E	10000000			2//			
	5000000						
	0	10000 20000 50000 100000					
			Number of Iten	ns sorted			
	_	random	Number of Iten				



_	uicksort (rar	_								
	me (micros									
N	umber of it		Trial 2	Trial 3	Trial 4	Trial 5	Average			
_	10000	1381		1394	1402	1384	1383.6			
_	20000	2759	2847	2793	2749	2733	2776.2			
_	50000	6972		6842	6684	6853	6786.6			
	100000	16291	15317	15948	16029	15849	15886.8			
q	uicksort (as	cending)								
		Time (micros								
N	umber of it	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	Average			
	10000	252521	299891	283948	234819	248391	263914			
	20000	1294620	1081600	984750	1039283	992837	942701			
	50000	5855160	5859720	5847203	5837429	5832192	5846340.8			
+	100000	22997000	23367700	22309849	23048293	2306700	18805908			
1										
q	uicksort (de	scending) Time (micros	aconds)							
N	umber of it		Trial 2	Trial 3	Trial 4	Trial 5	Average			
- 11	10000	220044		203818	210381	221929	212543			
_	20000	816046		782948	794827	803928	794805			
+	50000	4609090		4658271	4561123		4593169.2			
	100000	18571500		18273618			18421773			
_				Quicksort						
2	0000000 —			Quicksort						
	6000000						/			
puopaso	400000 — 2000000 —									
alon 1	9000000	00								
9	8000000 — 6000000 —									
- 5	4000000									
	2000000									
	0 —									
		10000		20000 Number of	50000 items sorted)	100000			
			random	ascending	descendin	е				