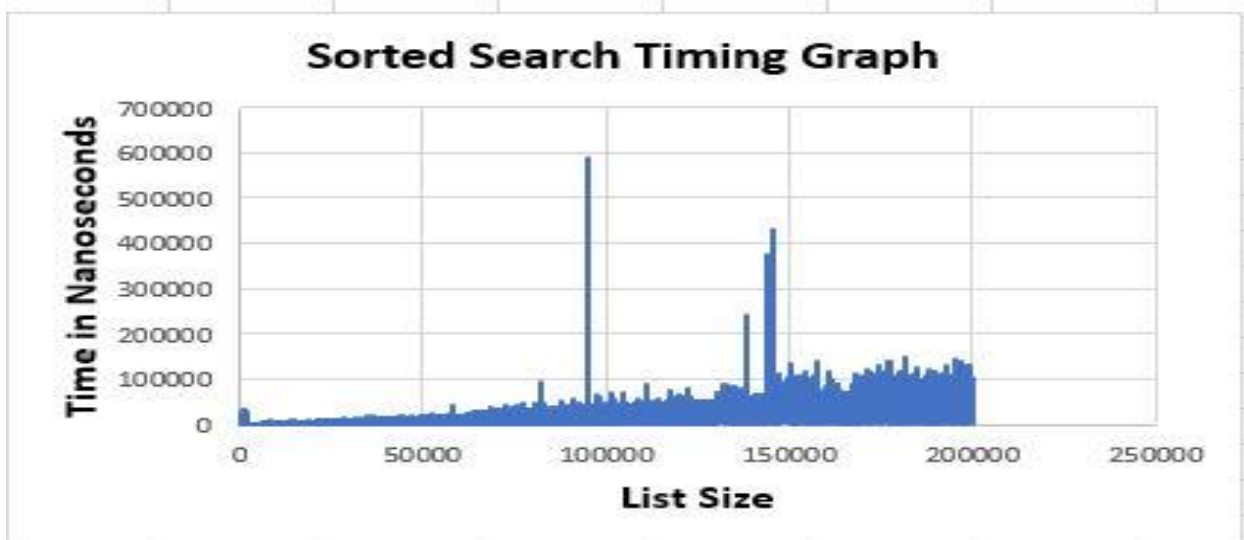
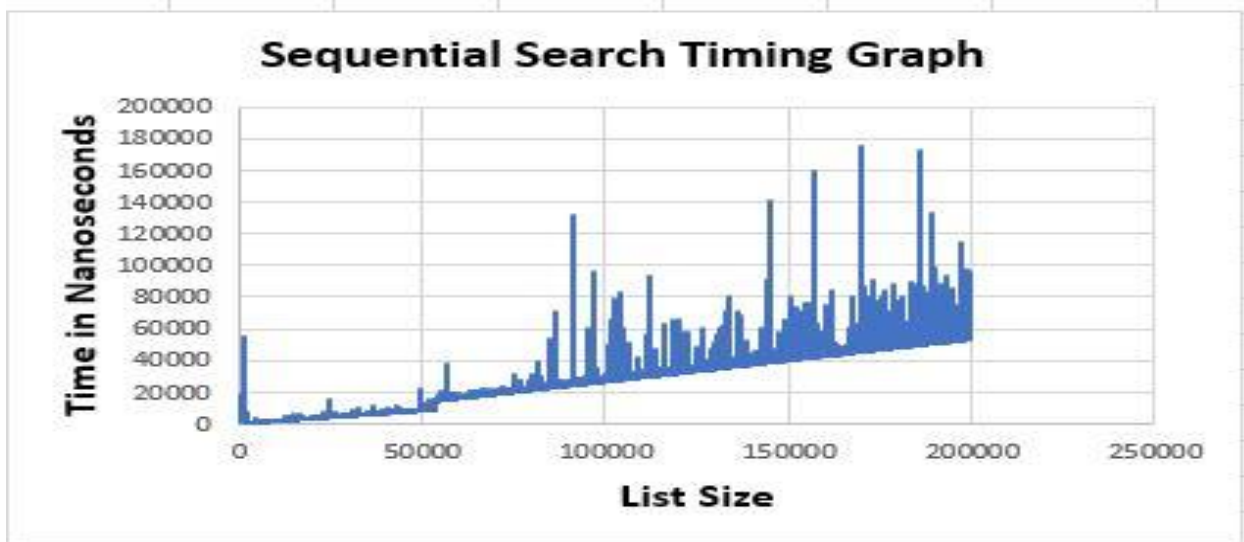
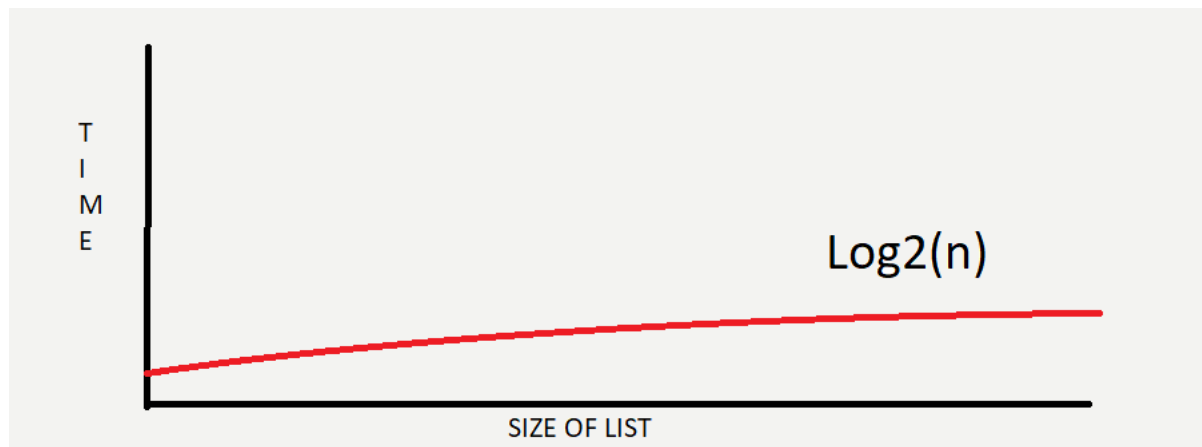


PID: 6169881



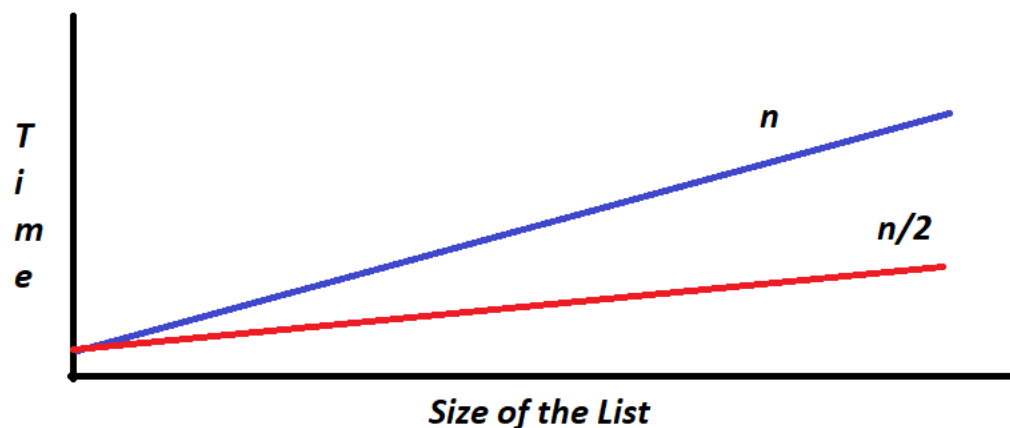
After observing the behavior of the graphs listed previously, I was able to conclude that the fastest searching method among Binary Search, Sequential Search, and sorted search, is Binary search.

Binary search time complexity worst case scenario is $=O(\log_2(n))$, and the graph for that function is a semi-curved line, that slowly is increasing over time, but tends to be constant the bigger the array size is. The following picture is the graph for $\log_2(n)$:



The next more efficient search method is the sorted search. Even though this method uses the regular linear search concept and the worst-case scenario is $=O(n)$, it gives us some advantages since the array is sorted. A normal linear search will traverse the entire array until the value (x) is found. Let's say we have the following sorted array [1, 2, 3, 5, 6, 7, 8, 9, 10] and $x = 4$. Once we get to the value of 5 we know that is impossible that 4 is on the rest of array, since it is sorted. In that moment we can stop our loop and return false if (i > x) return false. On the other hand, if the array was unsorted this condition cannot exist since the number, we are looking for can be the last one. On a sorted array the chances that our number is in the last index are $(1/n)$ being n the size of the array. For this reason, the average case scenario is $(n/2)$, less than the worst-case scenario than the unsorted linear search which is $=O(n)$.

Both graphs for sorted and unsorted sequential search are linear. But the slopes are different.



These graphs represent the average behavior for the graphs in my observations.