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How each vector was generated:
`srand((unsigned int)time(nullptr))` was used to ensure that different values would be generated each time an executable was ran, and `std::rand()` to generate the values. The same code is used to generate the values in each executable, with the exception being `bucketSort`, where `floats` are generated instead of `ints`. After filling the first vector of the first testing size in the `main` function, refilling the following vectors with random `ints` was done using the same code, but with a call to the function `refill(std::vector<int> &v, int size)`, where the vector and the size of the vector are passed in for filling.

Here is the code in `main`:

```
 srand((unsigned int)time(nullptr));

  // fill vector here
  for (int i = 0; i < size; ++i)
  {
    int val = (std::rand() % 20000);
    V.push_back(val);
  }
```

The code in the `refill` function:

```
// to refill vectors to the next testing size
void refill(std::vector<int> &v, int size)
{
  for (int i = 0; i < size; ++i)
  {
    int val = (std::rand() % 20000);
    v.push_back(val);
  }
}
```

The plots are on the following pages.

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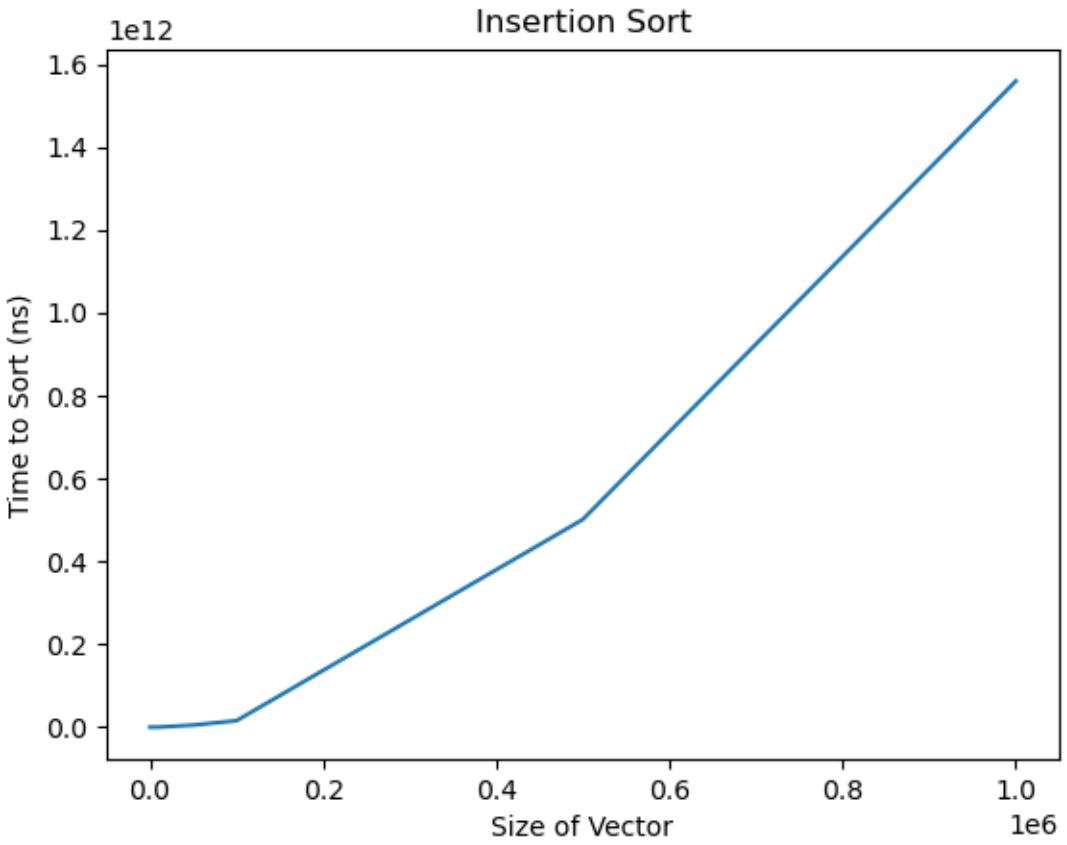

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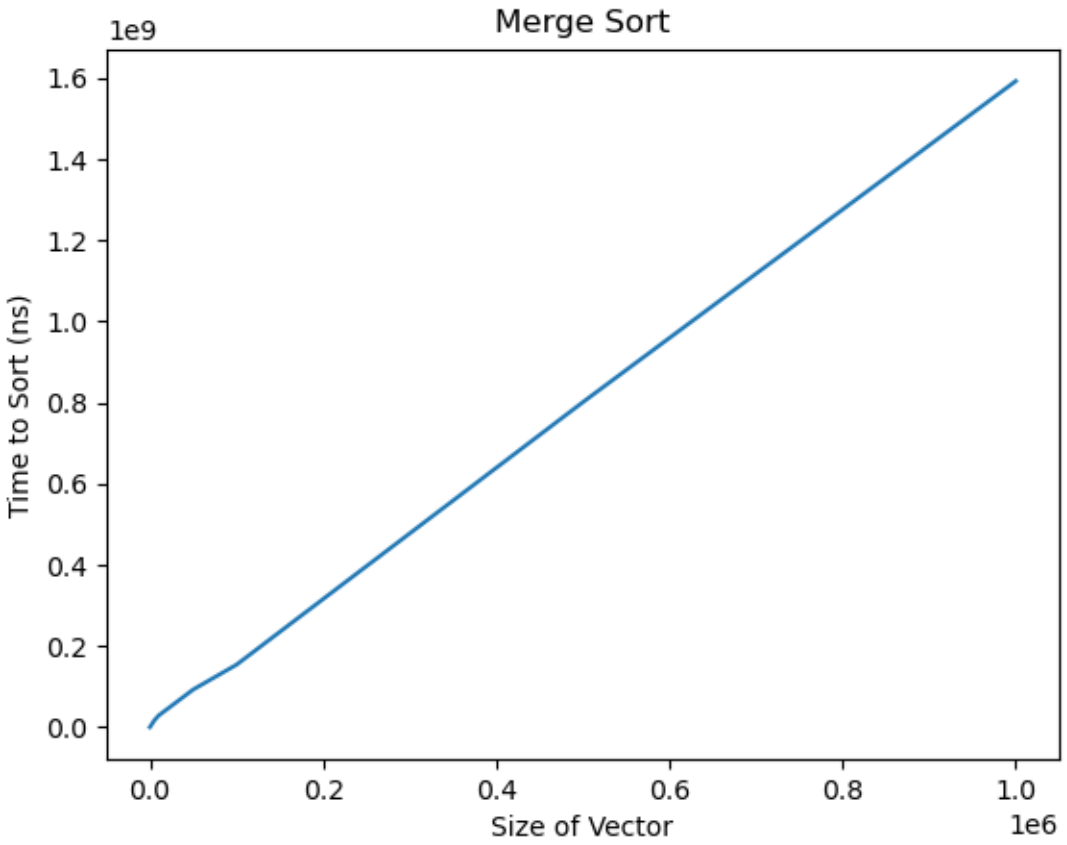

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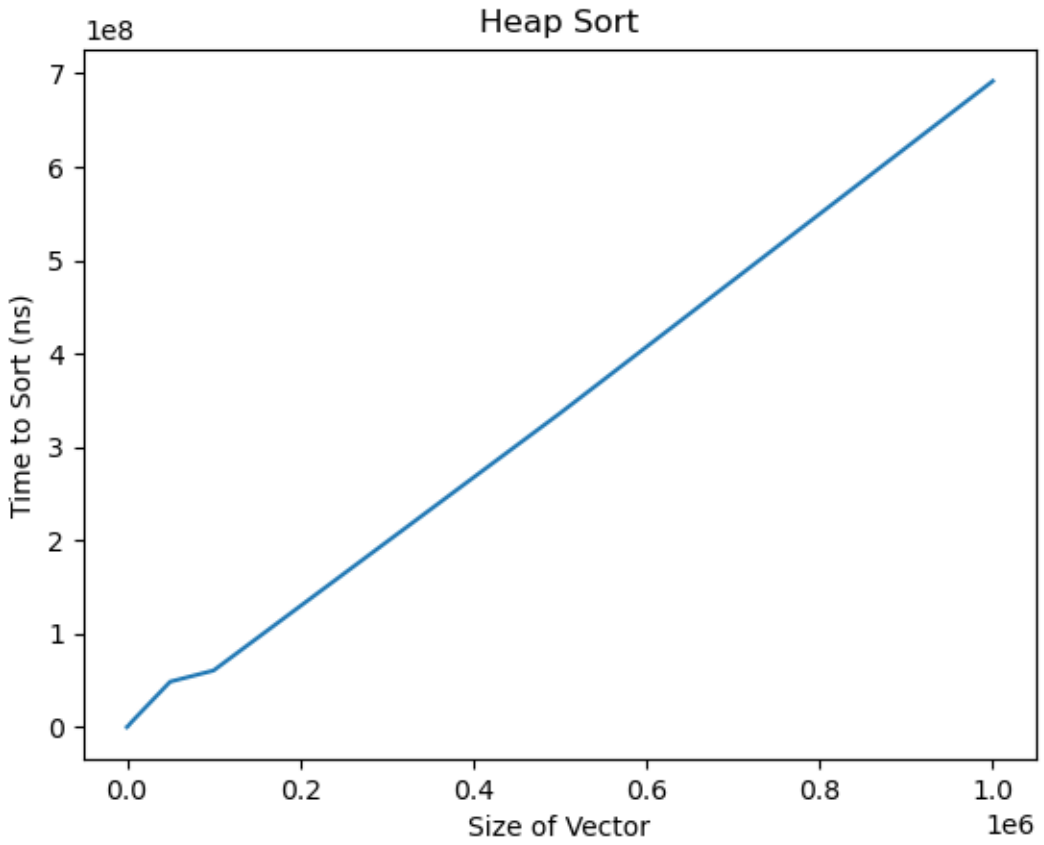

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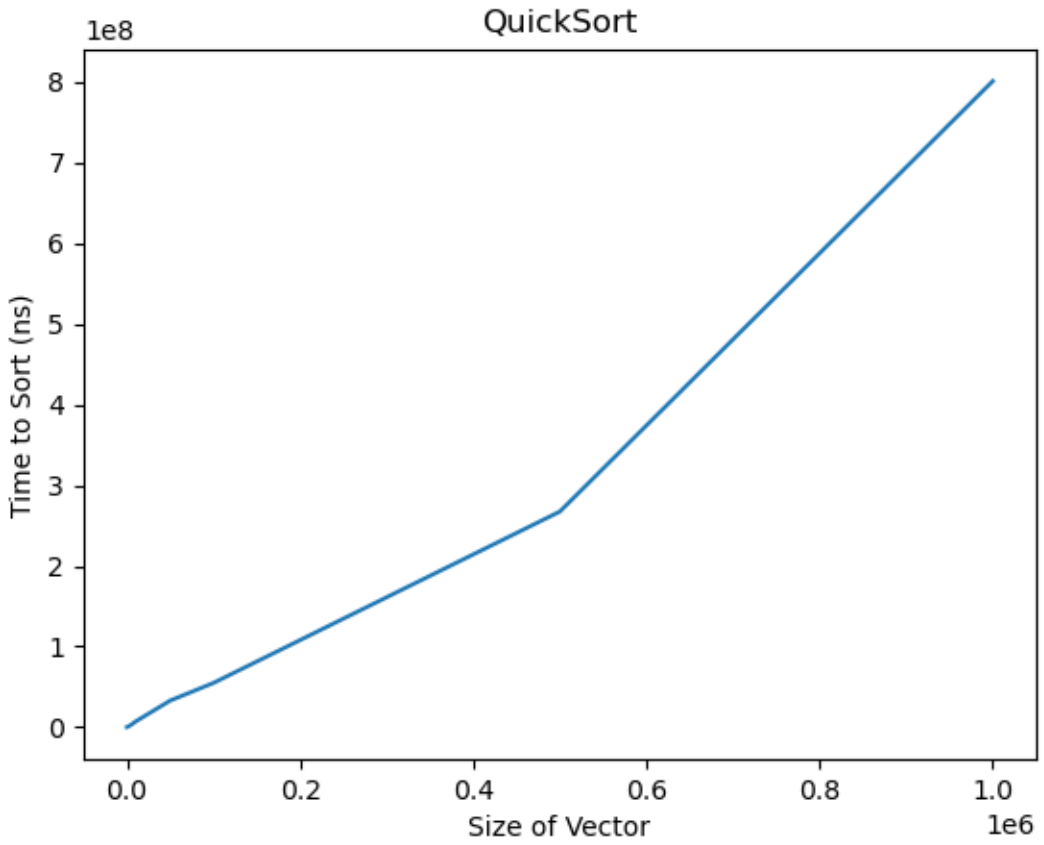

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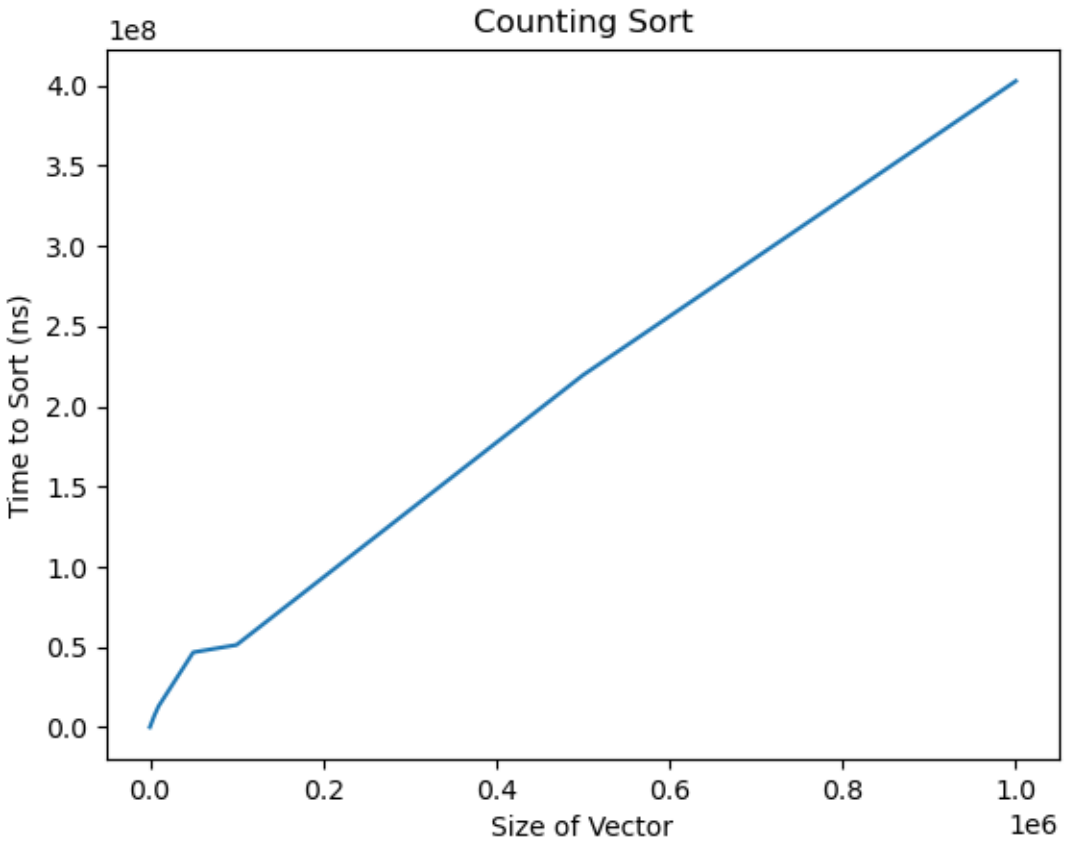

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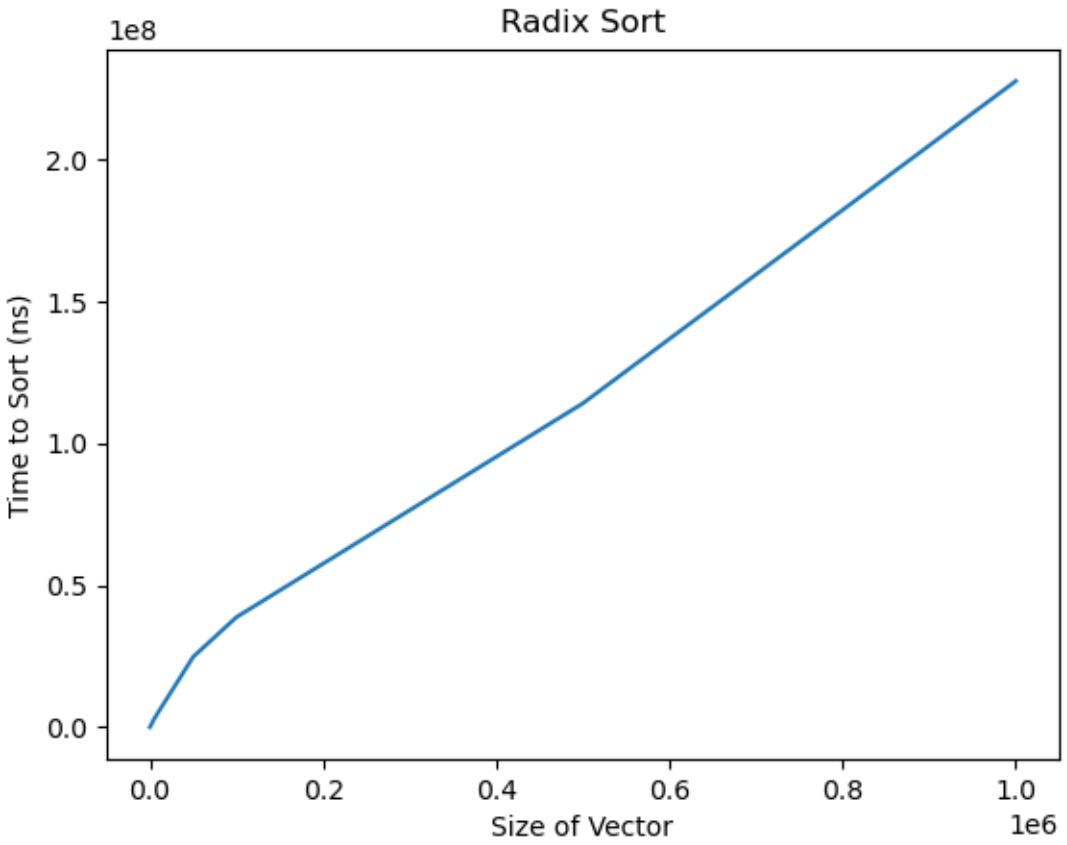

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