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Design Patterns & Data Structures
Spring 2020

# **Homework 8 - Sorting**

All of the entries below are measured in seconds, and I ran 100 runs to find the average each time.

Algorithm	Presorted	Random (avg of 100 runs)	Reverse order
Insertion Sort	0.000415280010000 00014	0.009113723790000 002	0.017088847000000 004
Selection Sort	0.12372612263	0.012893584089999 998	0.012351424180000 006
Bubble Sort	0.00014580431	0.053786605730000 006	0.090805183419999 99

### Written HW

- 1) Which of the following tasks would be faster on sorted data?
- a. Finding the smallest element
- b. Calculating the average of a set of values
- c. Finding the median value
- d. Checking for the existence of a particular element
- e. Finding the most common element

#### My answer: a, c, d, e

### 2) What sorting algorithm may be best for the following situations?

- a. You have 100 computers to split up the sorting on
- b. You have a set of small integers, unique 1-1000
- c. You have a set of floats/doubles from 1-1000
- d. You have a nearly sorted list

- A. Merge sort
- B. Quick sort
- C. Radix sort
- D. Insertion sort
- 3) Which of the algorithms would be easily adaptable to a doubly linked list?

## Merge sort

4) Come up with an example of a 10 element array that is the best case scenario for a bubble sort, and one that's a worst case scenario for a bubble sort.

Best case: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10] Worst case: [10, 9, 8, 7, 6, 5, 4, 3, 2, 1]