Based off of the results, you can see that the amount of elements is what really effects the run time. The larger the amount of elements, the longer the program will take to finish executing. For example, the runtime for a bubble sort method call on an array of size 100, was 0 milliseconds, but an array of size 1,000,000 has a runtime greater than 1,000,000 milliseconds, which shows that that the amount of elements matter the most. Also, I conclude that the range of the random numbers does affect the runtime too but not as much as the amount of elements. If you were to compare the runtimes for any sort call, with varying ranges for the random number generator but the same array size, it does not vary too much. A good example is the results for the runtimes of insertion sort are all greater than 100000 milliseconds for all ranges of random values tested, with an array of size 1000000 elements. In conclusion, the amount of elements and the range of the random number generator effects your runtime.

**Specs of Laptop:**

* 8 gb of Ram
* 256 gb solid state hard drive
* 1.7 ghz processor that turboboost to 3.3 ghz

**Other information about execution:**

I programmed using java, I used eclipse as my development environment, and I had other programs running while I executed the program which could have affected my runtimes.