

1: Ascending

selection sort: the growth rate was quadratic as should it always be. Selections worst best and average case are all the same.

Insertion sort: the growth rate was linear. The numbers I used were smaller than suggested but still showed linear in the graph of insertion sort.

Merge sort: the growth rate was $N \cdot \log(N)$ for merge as it always is, merge's best case and worse case are the same making it reliable if anything else.

Bubble sort: the growth of bubble sort was very linear. It proved its complexity's function is $O(N)$.

Quick sort: the growth was linear as it should have been. The complexity was $O(N)$ for this case which was quick sort's best case.

Descending

selection sort: the growth rate was quadratic as should it always be. Selections worst best and average case are all the same. It was bad.

Insertion sort: the growth rate was quadratic. It took a very long time...

Merge sort: the growth rate was still $N \cdot \log(N)$ which wasn't too long. This is because as I said before merge's best and worst case are the same.

Bubble sort: the growth rate of bubble turned from best to worse quite literally, this is its worse case so it was quadratic

Quick sort: the growth of quick sort was

Random

Selection sort: the growth rate was quadratic same as always still bad.

Insertion sort: the growth rate of insertion was quadratic with a random list.

Merge sort: the growth rate will always be $N \cdot \log(N)$ so that's what it is this time.

Bubble sort: the growth rate of bubble was

Quick sort: the growth of quick sort was

2. Random

Insertion: $3.43 \cdot 10^{10}$ microseconds

Selection: $8.57 \cdot 10^{11}$ microseconds

Merge: $4.69 \cdot 10^8$ microseconds

Bubble: $3.41 \cdot 10^{12}$ microseconds

Quick:

Ascending

Insertion: $1.56 \cdot 10^4$ microseconds

Selection: $5.22 \cdot 10^{10}$ microseconds

Merge: $2.5 \cdot 10^5$ microseconds

Bubble: $9.45 \cdot 10^4$ microseconds

Quick:

Descending

Insertion: $1.32 \cdot 10^{10}$ microseconds

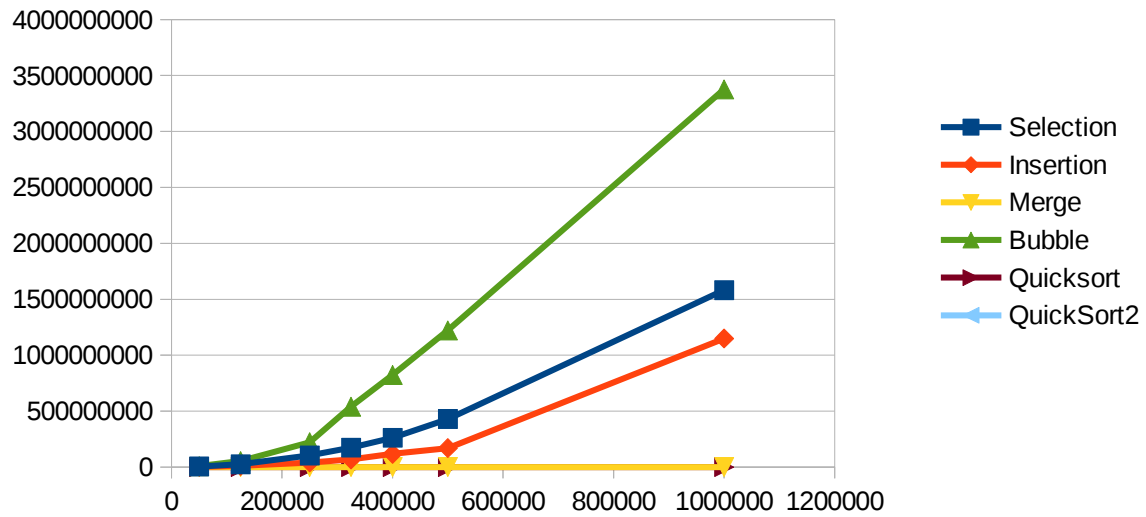
Selection: $9.12 \cdot 10^{10}$ microseconds

Merge: $1.10 \cdot 10^6$ microseconds

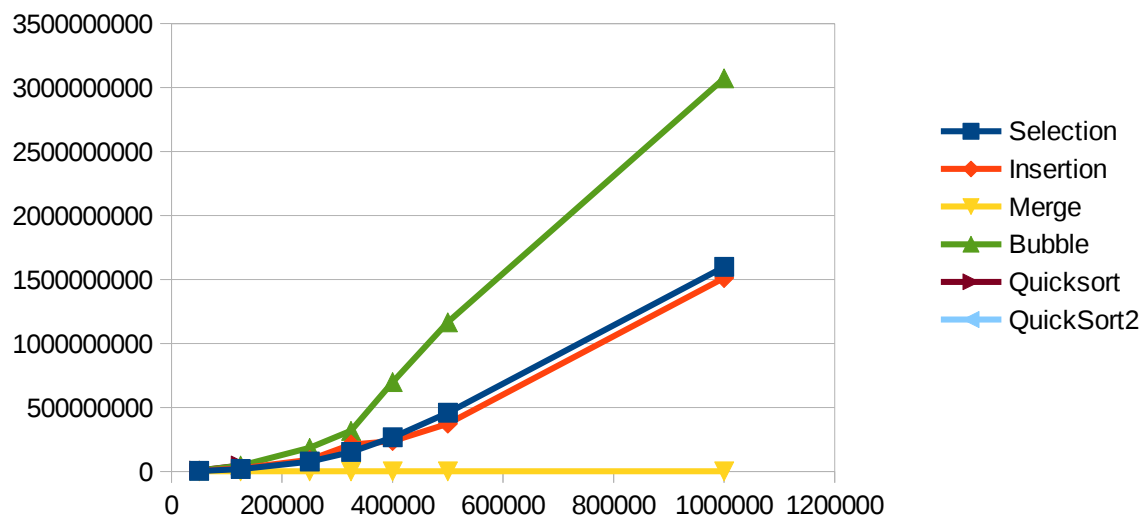
Bubble: $8.95 \cdot 10^{11}$ microseconds

Quick:

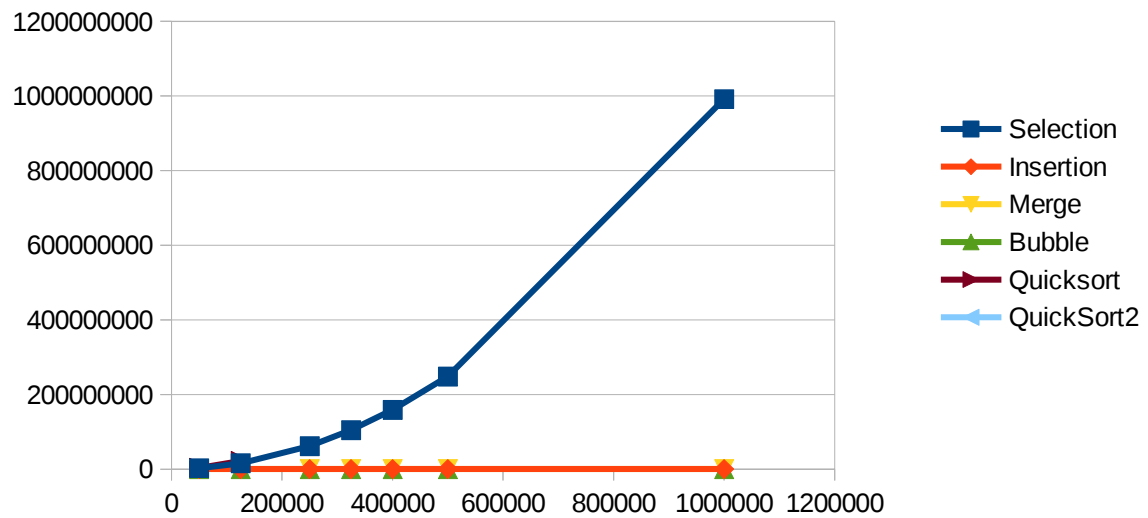
Random



Descending



Ascending



*side notes something is clearly wrong with my quick sort...