Part 1: Implement Selection and Insertion sort for your Array List class. Then implement any of the basic sorts (Bubble, Selection, or Insertion) for a singly Linked List.

Note: Keep your old implementation and append the following functions:

```
template <class T>
  class Array {
     private:
     /* You fill out the private contents. */
     public:
     /* Runs a bubble sort algorithm on the array.
      * The array shall be ordered from least to greatest
9
10
     void bubbleSort();
12
     /* Runs a selection sort algorithm on the array.
13
      * The array shall be ordered from least to greatest
      */
15
     void selectionSort();
16
     /* Runs a insertion sort algorithm on the array.
18
      * The array shall be ordered from least to greatest
      */
20
     void insertionSort();
22
     /* Runs the sort routing you believe is the best. */
     void sort();
26 };
28
 /* SLL = Singly Linked List */
 template<class T>
  class SLList {
     public:
32
         /* Sort the linked list. You may use any sort algorithm you wish */
33
         void sort();
34
35 };
```

Write some test cases:

Create some test cases, using exxtestgen, that you believe would cover all aspects of your code.

Part 2: Performance

Generate a graph to compare the performance of bubble sort, selection sort, insertion sort, and the sort you chose for a Singly Linked List. Your graph should have data size on the x axis and time on the y axis. Make sure to label each graph line! Please turn in as a .pdf!

Auto Grader:

The auto grader is only grading part 1, I will have to assess part 2. In other words, if the auto grade issues a 100, that is only for part 1!

Memory Management:

Ensure there are no memory leaks in your code. Please run Valgrind on your tests to ensure no memory leaks.

STL:

You may not use the STL.

How to turn in:

Turn in via GitHub. Ensure the file(s) are in your directory and then:

- \$ git add <files>
- \$ git commit
- \$ git push

Due Date: September 30, 2020 2359

Teamwork: No teamwork, your work must be your own.