

```
void LoginWindow::on_loginButton_clicked()
```

The Big Oh of this function is $O(n)$ since it runs through an SQL query for our login screen. This function first starts by checking the username and passwords in SQL to verify a login attempt, then it runs a loop through the SQL query, and finally progresses on a successful login, or resets on unsuccessful login. This is $O(n)$ because the loop is dependent on the query which acts as a 'n'.

```
CityDistance queryDistance(QString start, QString end)
```

The Big Oh of this function is $O(n)$ since it runs through an SQL query for our trip distance from start to end. This function takes input for a start and end value, then processes the values through an SQL query in a loop, before returning the calculated city distance. The function runs $O(n)$ because the loop is dependent on the query which had values binded to it using the values passed to the function.

```
void ResultsWindow::setResults(std::vector<City>& loadedCities)
```

The Big Oh of this function is $O(n^2)$ since it calculates the shortest distance of the cities and stores them in a table by using a nested for-loop. This function begins with creating the table to store the data and a vector with the cities, then runs through a nested for-loop to assign the data to the table while removing the already visited cities from the vector. The function runs $O(n^2)$ because the nested for-loop at its worst time, runs at 'n' times in each loop.

```
City ResultsWindow::getClosestCity(std::vector<City> loadedCities, QString name)
```

The Big Oh of this function is $O(n)$ since it linearly runs through a vector via a loop and returns the value matching the passed name. This function takes a vector of cities and a string for a name as inputs, which it then plugs into a for-loop which runs until the name of the city in the vector matches the passed in name. The function runs $O(n)$ because the for-loop at its worst performance will have to go through the entire list of passed cities before finding the one that matches the name.

`void CitySelectWindow::loadSelectedCities()`

The Big Oh of this function is $O(n^2)$ since it runs through a single for-loop, then through a nested for-loop. This function runs through a for-loop which erases non-selected cities, then proceeds to a nested for-loop where a vector for foods and distances is initialized for each city with the external loop, then populated with the internal. The function runs $O(n^2)$ because with one for-loop and one nested for-loop, the equation $O(n + n^2)$ can be simplified to just $O(n^2)$, and each loop runs the length of the cityNames vector.