The Big O of the iterative GCD algorithm is O(n) because a single loop is used and there is no exponential growth

The Big O of my tree drawing algorithm is O(n2) because there are two loops used at any one time: an inner and outer. Although there are two inner loops they are not part of Big O because they are 2 separate loops so there is no constant

The Big O of my rock, paper, scissors algorithm is O(1) because no loops are used and there is no growth, only a single comparison is being made.