The efficiency of my algorithm is O(L\*W) for finding a seam. This is due to that a user must my go the length of the picture for the total pixels of width and vice versa for finding horizontal and vertical seams.

For removing a seam it is O(nlog n\*w) this is due to still having to go through everything in recreating the seam but only one portion of it is looked at when doing the cutting.

The help I got for this lab was from various friends who helped discuss with me various way to cut the image by pushing all pixel values up and then just creating a new picture with one less on width or length. Then go through all the pixel values on the old picture and add them in.

The other help I got was from Ansel who pointed out I was getting energy wrong and he showed me that I had to go through the surrounding get the rgb and get the change from top to bottom and from left to right.