Analyse

Launcher : O()

FileSystem.readFile -> O(n+m)

Algo.coloringRec(graph) -> n^2log(n) + 4n^3 + 2mn^2 + 2n^3log(n)

GetUnusedColorsInNeighbours -> { O(nlog(n))}

Brique 4 -> {O(n)}

Brique 5 -> {O(1)}

Brique 6 -> {O(n^2 +n^2+ nm + n^2log(n))} -> O(n^2)

Brique 5’ -> {O(1)}

Brique 6’ -> {O(n^2 +n^2+ nm + n^2log(n))} -> O(n^2)

CheckColoring -> O(n+m)

FileSystem.writefile -> O(n)

Affichage des couleurs -> O(n)

ReadGraphicFile -> O(n+m)