Activity 1.

Times (Branch and bound)

n	t1 (ms)	t2 (ms)	t3 (ms)
20	246	205	155
25	313	331	335
30	533	465	399
35	862	628	618
40	1112	877	892
45	1555	1285	1296
50	1704	1589	1585
55	2215	2242	1946
60	2698	2606	2690
65	3178	3316	3074
70	3781	3846	3739

Compared to the backtracking algorithm used previously branch and bound seems to be slower when n has relatively low values, but as n increases it seems like branch and bound becomes significantly faster.