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**MyMap:**

**associate()** – If N is the current number of already existing nodes / already associated keys in the Map, then associate() is O( log(N) )

**find()** – If N is the current number of already existing nodes / already associated keys in the Map, then find() is O( log(N) )

**AttractionMapper:**

**init()** – If the MapLoader has S StreetSegments, there are a total of A attractions distributed among the streets, then init() is O( S+A log (A) )

**getGeoCoord()** – If the MapLoader has a total of A attractions distributed among the streets, then getGeoCoord () is O( log (A) )

**SegmentMapper:**

**init()** – If the MapLoader has S StreetSegments, there are a total of A attractions distributed among the streets, then init() is O( (S+A)\*log(S+A) )

**getSegments()** – If the MapLoader has S StreetSegments, there are a total of A attractions distributed among the streets, then getSegments () is O( log(S+A) )

Navigator

**navigate()** – If the MapLoader has S StreetSegments, then navigate() is O( (S+A)\*log(S+A) )