● StreetMap:

load():O(N) N is the number of lines to read

getSegmentsThatStartWith() :O(1) find stuff in the open hash table

● PointToPointRouter:

generatePointToPointRoute() :O(N) N is the number of segments in mapdate file. Since my code never visit a same coordinate two times, and pushes segments into the queue in sorted order to achieve optimization, the actual performance is way faster than O(N).

● DeliveryOptimizer:

optimizeDeliveryOrder(): Annealing, out of CS32 scope. Used vectors of delivery requests.