**MyMap:**

associate(): if MyMap holds N items, then associate() is O(logN)

find(): if MyMap holds N items, then find() is O(logN).

**AttractionMapper:**

init(): if there are N streetsegments in Maploader and A attractions in each segment, and the size of the name of each attraction is n, then init() is NAnlog(A+N)

getGeoCoord(): If there are N coordinates in a map, and the size of the name of each attraction is O(n+logN)

**Navigator:**

navigate():

If I don’t get this implemented in time, then navigate() is O(1)

If I do, then if each node has N neighbors, then navigate() is O(N^2)