

I think the asymptotic space complexity of my IntGrid2D class is on the order of $O(n)$. When the dimensions increase, the class is required to create a larger grid, an increase proportional to the increase in dimensions. This is also true with the setPoint and getPoint methods, whose work also increases proportional to the increasing dimensions. There is no recursion, and no reason to believe that there would be an exponential increase in time.