**MyMap.associate():** If there are T items in the tree it should run, in the worst case where it doesn’t find a matching item, in O(log(T^2)), because it first checks if an item is there, and if there is not, find its proper place and insert it where it should be.

**MyMap.find():** If there are T items in the tree, it should run, in the worst case where it doesn’t find the item, in O(logT)

**AttractionMapper.init():** If there are S segments, and each segment has A attractions, and each attraction has a length of L, then it should run in O(S\*(L+2logA))

**AttractionMapper.getGeoCoord():** If the attraction has a length of L, and there are A attractions, then it should run in O(L+logA)

**SegmentMapper.init():** If there are S segments and G geocoords associated with them then it should run in O(G\*log(S^2))

**SegmentMapper.getSegments():** If there are G geocoords then it should run in O(logG)

**Navigator.navigate():** If there are A attractions, S semgents, and G geocoords associated with those segments, then it should run in log(logA+GlogS)