**Big O Cases:**

*StreetMap load():* On the average case, with a mapfile that has S lines, load runs in O(S) time.

*StreetMap getSegmentsThatStartWith():* On the average case, this function runs in O(1) time.

*PointToPointRouter generatePointToPointRoute():* My method utilized the A\* pathfinding algorithm. I used a priority queue for my OpenList, an ExpandableHashMap for my closed list, and an ExpandableHashMap in order to track the contents of the priority queue.

*DeliveryOptimizer optimizeDeliveryOrder():* I utilized Simulated Annealing for this method. I used two vectors as part of the algorithm.