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Findingnemo

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Big O Analysis

For the most part, all GUI related methods fall into O(1) time. Slightly less efficient are the methods that involved file input / output and graph input / output. Outputing and assigning each stadium, each vertex, and each edge runs in O(n) time. Finally to the important methods that allow the traversal of the graph (Dijkstra's Algorithm) and mapping of the MST (Primm's Algorithm): Dijkstra's runs in O(v^2) time while Primm's algorithm runs in O(Vlog(V) + E) since we are making use of an adjacency list.