**Question 2**

Class Point needs equality or assignment operator to assign “Point” key to newly-inserted node and to check if “Point” keys match

**Question 3b**

Need a variable to keep track of the string path for the subclasses that have been passed – this is the parameter variable path. No other way of tracking path without that extra parameter.

**Question 4a**

Three embedded for-loops, each from 0 to N with increment 1. Everything else is constants that are dropped.

Answer: O(N3)

**Question 4b**

Similar to part (a), but first embedded loop ends at variable of first outer loop. This first embedded loop is called about 0.5N times, so efficienty is N x 0.5N x N. Drop coefficients.

Answer: O(N3)

**Question 5**

First part of comparison to determine bigger or smaller map runs in constant time. Then reaches for loop which runs N times. Inside for loop, call some functions like get and insert that run around N times. However, these functions are not embedded, so the coefficient from those functions are dropped.

Answer: O(N2)