Yangjiawen Xu xuxx1262

1.

2. I use three data structures in my strategy. They are dictionaries, list and queue. The dictionary is used to store all the planets with the key being the planet id and the value being the planet. This is useful to look up the condition of each planet when running. List is used to store the planets that are owned by me since I need to attempt traversal of the graph. List is helpful because instead of traversal all the planets, I will traverse the planets owned by me first and then traverse other planets. I use queue to store and rank the planets which had more edges. In this case, I will try to protect this planets and as the home planet.

3. No multiple strategies. myStrategy.java

4. No external libraries.

5.