Data structures and Algorithms

Programming assignment 2

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Data structures used

Structure, vector, unordered maps, multimaps.

Reason for the selected data structure.

1. **Structure.**
   Allows for simple storage of all the different components linked with the town ID.
2. **Vector.**
   Allows us to keep track of the town Ids and lets us return the data to the main function in the required order without any troubles.
3. **Unordered maps**
   Allows for storing town Ids linked to the town information with proper hashing hence allowing us to retrieve the town information through key with very high efficiency.
4. **Multimaps**
   Allows easy storage of the data in proper order, allowing us to access an ordered list without having the need to ever sort them.