Easy

1. How many systems does each faction control?
2. Find the commodity that sells for the most and which station it sells at.
3. Find the station that sells a given commodity for the lowest amount.

Medium

1. Given a station and range, find the best commodity to buy.
2. Build a graph connecting stations that sell a given commodity for the least to the station that buys it for the most and compute page rank to determine trading trends.

Hard

1. Find the best path between two systems given the jump range of a ship.