Proposed Data Structures:

|  |  |
| --- | --- |
| Data Structure | Reason for Use |
| Priority Queue | To keep track of neighboring points on the map, sorted by cost. Also used in A\*. Also used to sort Points in the map search |
| MapPoint Graph | Implicit data structure created by MapPoints’ neighbor lists. Allows us to travel around the graph from point to point |
| Hashset | Keep track of points visited during A\* |