

Design considerations

I have used 3 arrays for each individual railway line compared to an array of arrays. Initially I was considering to implement an array of arrays e.g.

```
[  
  [Train,0,0,0,0,0],  
  [Train,0,0,0,0,0]  
  [Train,0,0,0,0,0]  
]
```

But since the lines weren't linear and junctions couldn't be represented linearly I decided to move forward with the approach that I submitted which has a better visual representation.

I have used both Object mutation (signalJunctions function) and the immutability approach (updateRailLine) only to showcase that I'm comfortable using both but I'm aware that uniformity is key depending on the project