Solution Summary

1. File StartApplication: starts the application.

2. File InputData: builds the Graph. There are two options:

   Manual Input: 'automaticInput = false', strings on separate lines in the form
   "SOURCE -> DESTINATION: INTEGER".

   Automatic Input: 'automaticInput = true', List<String> where each list element in the form
   "SOURCE -> DESTINATION: INTEGER".

3. File Station: contains information about each station.

4. File Pair: key is Station, value is distance from neighbor. Pair is applied in the Adjacency List.

5. File RouteQuery: contains the algorithm for route() query according to the set criteria.
   Applied algorithm: Dijkstra search.

6. File NearbyQuery: contains the algorithm for nearby() query according to the set criteria.
   Applied algorithm: Dijkstra search.

7. File JUnitTestStart: tests various scenarios for route() and nearby() queries.
   Variable 'automaticInput' is set to 'true' since the tests are with in-built data.