	waiting time(min)	duration time(min)	Money for fast pass($)
roller coaster (1)	20	2	16
bumper cars (2)	10	4	8
Pirate ship (3)	15	2	12
self-controlled aircraft (4)	10	3	8
carousel (5)	10	4	8
bouncy castle (6)	5	5	4
ferris wheel (7)	10	6	8
drop tower (8)	20	2	16
swing ride (9)	15	2	12
wind seeker (10)	15	3	12

<distance(mile)>

	roller coaster	bumper cars	Pirate ship	self-controlled aircraft	carousel	bouncy castle	ferris wheel	drop tower	swing ride	windseeker
roller coaster (1)	0	0.2	0.4	0.6	0.3	0.2	0.5	0.4	0.6	0.3
bumper cars (2)	0.2	0	0.2	0.4	0.2	0.3	0.4	0.5	0.5	0.5
Pirate ship (3)	0.4	0.2	0	0.2	0.2	0.4	0.3	0.5	0.5	0.6
self-controlled aircraft (4)	0.6	0.4	0.2	0	0.3	0.4	0.2	0.4	0.3	0.6
carousel (5)	0.3	0.2	0.2	0.3	0	0.2	0.2	0.3	0.4	0.4
bouncy castle (6)	0.2	0.3	0.4	0.4	0.2	0	0.3	0.2	0.5	0.2
ferris wheel (7)	0.5	0.4	0.3	0.2	0.2	0.3	0	0.2	0.2	0.5
drop tower (8)	0.4	0.5	0.5	0.4	0.3	0.2	0.2	0	0.3	0.3
swing ride (9)	0.6	0.5	0.5	0.3	0.4	0.2	0.2	0.3	0	0.6
wind seeker (10)	0.3	0.5	0.6	0.6	0.4	0.2	0.5	0.3	0.6	0