**Proposed Data Structures**

For our navigation system we will be using a graph, HashMap, and a priority queue. The graph will be used to represent our actual map. The map will contain nodes that represent stops/classes. The paths between them are represented by edges that have associated costs. The HashMap will be used to keep track of each node and the edges that have been traversed to get to that node. This information can be used to calculate the cost of getting to that node. The priority queue would be used to keep track of the current nodes in order of least cost. The paths with the lowest cost would have priority and be analyzed with that priority in mind. If a new shorter path is found to a node, the path on the HashMap is updated.