

The data structure used in assignment 2: Game of Tax is

- `Std::unordered_map<TownID, TownData*>`,

where TownData is

```
struct TownData{
    TownID id;
    std::string name;
    int x;
    int y;
    int tax;
    std::vector<TownData*> vassals;
    TownData* master;
}
```

The struct TownData contains all the information of that town, stores its vassals cities' address as a vector, and its master town's address as well.

The data structure used to store all the towns' information is an unordered_map, having TownID as key and the address of the corresponding townData as the value.

The reason for choosing this specific data structure is, that the complexity of using a key to find a value is constant in time. And in this program, most of methods need to find the townData based on the given townID. By using the unordered_map, the performance of the whole program will improve.