Identification of Data Structures used in Project 2

Team Jerry’s All Stars

The data structure we used for our project and their locations within the project files are as follows:

1. Map – used to store stadiums. Found in stadiumvisitplan.cpp
2. Vector – used throughout project. Several instances can be found in mainwindow.cpp
3. List (of type QStringList) – used to store information returned from database. Several instances can be found in database.cpp