Proposed Data Structure

The main data structure that we intend to use is a graph. This will store the amusement parks as nodes and the roads connecting them as paths. We will also use an array of arraylists to store the levels of fun of the different parks. We chose an array because there will always be 5 different ratings, so the size will never alter. We will use arraylists within the array because each time we add a new park, we will need to add it to one of the levels of fun.