

3 main containers: Sample for small\_input.txt

```
map<string, int> inventory;
```

// stores each costume and its  
// current available quantity in  
// the shop

Costume	Quantity
"ballerina"	3
"Cinderella"	<del>1</del> 0 1
"pirate"	<del>4</del> 3 2 3
"Popeye"	1
"transformer"	<del>2</del> 1 0

Progression of quantities →  
(only holds one value at a time)

```
map<string, string> customers;
```

// stores every customer that  
// has ever visited and their  
// current costume

Customer	Costume
"Brown Mary"	// "
<del>Lee Betty</del>	↑ empty string (no costume)
"Jackson Sharon"	"pirate" "transformer"
"	
"Lee Betty"	"Cinderella" "transformer"
"Rodriguez Paul"	"pirate"

```
map<string, list<string>> rental_history;
```

// stores every costume with a chronological  
// list of current renters of the costume

Costume	Current Renters
"ballerina"	
"Cinderella"	<del>"Lee Betty"</del> ↑ Nodes are deleted if customer returns costume ↓
"pirate"	<del>"Jackson Sharon"</del> → "Rodriguez Paul"
"Popeye"	
"transformer"	"Lee Betty" → "Jackson Sharon"