**Data Structures Used**

1. Queue
   1. We used queue to keep track of distances traveled. We dequeue the first value and accumulate the total distance traveled while on a trip. Since removing from the front and inserting in the back was all we needed for this particular part of the code.
2. Stack
   1. We used a stack for custom trip 3, specifically to gather the name of the of the restaurants we would be visited. This was such a simple part of the program that using something more complicated than a Stack didn’t make a lot of sense.
3. Vector
   1. Vectors were used throughout the entire program due to previous experience with said data structure with previous projects for CS1C
   2. They prove to be flexible and easiest to use when handling non-contiguous data when dealing with the admin panel during addition or subtraction of Menu items/restaurants. And we wanted to ensure that we wouldn’t have to go back and change things later. A vector would minimize this since it is very flexible with what operations can be done with it.