Data Structures Used

* Vector: We used vectors a lot in this project,both stl and qt version. We needed some kind of versatile list to transfer data to and from the database wrapper class, the graph and mainwindow. They can be found pretty much all over those classes
* Graph: Used to store the distance information between all of the stadiums. Can be found in Graph.h and Graph.cpp. It has methods to do a dijkstra, MST, BFS, DFS
* Queue: There is a queue inside of the BFS method of the graph class. This code leftover from an assignment and the algorithm we used needed a queue. Note that this was not used as the BFS method is never used in the project
* Map - used to store souvenirs bought by the football fan. This can be found in mainwindow.h line 164. (Yes we used a QMap, but we have our own map inside of it).