Unfortunately I was not able to finish the code perfectly, meaning animating and printing out all the stations visited in the case of a breakpoint was one of them.
Code works perfectly if traveled only within the same metro line.
With the first while loop in the main method the code fills array named lines
After then we create arrays all_metro_stations and all_coordinates that are going to construct 3D array "everything " with using array "lines"
We clean the metro line names starting with "*" and making a new list out of them
The code gets user inputs
Code creates a 3D array named everythin using all_metro_stations and all_coordinates
Constructing another for loop to get how many stations will be visited, doing it outside the for loop that calls the draw method, checking all the possible metro lines if one of them contains both starting and finishing
get the indexes of them and iterate over those indexes to add them to a predefined empty arraylist. Also there are two possiblities one is traveling backwards and the other is traveling forward
Constructing the same for loop that looks in the everything 3Dlist for calling the draw() method and prints out names ofthe visited metro stations respectively

In the draw method,
code sets the canvas size in the beginning of the draw() method for the canvas not pop out other than any possiblity of starting and finishing points not being in the same metro line
draw() method contains same array operations in order to use those arrays that contains certain needed values to detect RGB and coordinates in order to draw poins and lines with the help of for and while loops
with the help of star the code specifies metro station's names looking to their beginning character (* or not)if is it will print it and if not it wont

At the end of the draw method there is a for loop that generates orange points on visited lines
if current i equals to the index of the last element of the myEmptyList(which is one less than the length of myEmptyList) it means that we are at the last station and draw a big orange point
if not, we will draw little orange points as index i changes the number of little orange we will draw (while their coordinates changing simultaneously)

draw() method will be called only once in one set of starting and finishing points