OPoint

id::String # id name
idx::Int # numerical index
lat::Double
long::Double
parent::Vector{String}
child::Vector{String}

Network

n::Int # number of nodes (Operational Points = Betriebstellen)
nodes::Dict{String,OPoint} #contains all the ops
nb::Int # nr of blocks
blocks::Dict{String,Block} #all the blocks

Block

id::String #each block has got its own name
idx::Int # and number
minT::Int #minimum time of block travelling in seconds
dueT::Int #due time of travelling in seconds
parent::Vector{Int} #parent blocks where trains come from
child::Vector{Int} #child blocks where trains go to
isStation::Bool #tells if a block is in a station and possibly involves passengers

Transit

trainid::String # train id going through
opid::String # Betriebstelle id
kind::String # Ankunft/Abfahrt/Durchfahrt/Ende
duetime::Int # due time in seconds from midnight

TimeTable

n::Int # dimension of vector below
#list::Vector{Transit}
timemap::Dict{Int,Vector{Transit}}

Train

id::String
schedule::Dict{Int,Transit} # schedule[duetime] = info on stops

Fleet

in::Int
train::Dict{String, Train} # train[trainid]=Train