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 * Project Report Template
 * Project 3 (Map Routing), ECE368
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/**
 * Explain your overall approach to the problem and a short
 * general summary of your solution and code.
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I use a two-dimensional array (number of vertices * number of vertices) to store the edges. If there is no edge between vertices a & b, the number in the edges[a][b] and edges[b][a] will be 0, if there is, the number will be the length of the edges.
For Dijkstra algorithm part, I start by find out the vertex with lowest distance from start point that has not been “out”, then go through the lane in edges to let it travel through all edges links to it and update the distance if the old one is longer.
After “out” the end point, I let it break out the loop and print out the distance and path, which is traced by record the last vertex that make the shortest distance to the current vertex.

/**
 * Known bugs / limitations of your program / assumptions made.
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Nothing I found.

/**
 * List whatever help (if any) that you received.
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Wikipedia, used “stackoverflow” when debugging.

/**
 * Describe any serious problems you encountered.
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How to keep trace of the path it go through

/**
 * List any other comments/feedback here (e.g., whether you
 * enjoyed doing the exercise, it was too easy/tough, etc.).
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There is a makefile attached, use it to compile will be the best.