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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.
 *****/
```

I attempted to use a heap as the main structure to solve the problem. First, I went through the map file and created a variable containing all of the important information. I stored the vertices as nodes in a linked list. Each node contained the x and y coordinates and after reading through the list of edges, neighbor nodes were added on to each vertex in the array. I attempted to create a heap to find the shortest path from each pair of points requested.

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/*****
 * Known bugs / limitations of your program / assumptions made.
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```

It only gives the correct output when the path does not exist.

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/*****
 * List whatever help (if any) that you received.
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/*****
 * Describe any serious problems you encountered.
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```

I was unable to get my heap to work properly

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/*****
 * List any other comments/feedback here (e.g., whether you
 * enjoyed doing the exercise, it was too easy/tough, etc.).
 *****/
```

I don't think this assignment was supposed to be very tough to implement, but I ended up having a hard time.

To compile:

gcc -Werror -Wall -O3 -g shortestpath.c -o shortestpath -lm