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Project 3 report

/***
 * Explain your overall approach to the problem and a short
 * general summary of your solution and code.

***/
First, taking the input file and construct the undirected graph which store vertex and edges. Then taking the query file and sending quest to function Dijkstra to find the shortest path. Dijkstra function has three different parts which are the Dijkstra Algorithm, push element into first index of array, and print out function to get the final result.

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

***/
I put everything into one file which is hard to give optimization. A structure didn't that I didn't use. And really long running time.

/***
 * List whatever help (if any) that you received.

***/
Wikipedia

/***
 * Describe any serious problems you encountered.

***/
SEGMENTATION FAULT!!!

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

***/
It was pretty fun to code this program and it is nice to split the project into two part which helps to understand the problem.

The command I used to compile(since there is an error for the sqrt function).

```
gcc -o shortestpath shortestpath.c  -L/path/to/libs -lm
```