Extend your application by adding the following functionalities:
1. Add an option in the principal menu for lab #6.
2. Add a submenu with only one option:
   a) Dijkstra – Shortest Path Tree

"Dijkstra – Shortest Path Tree" – Given a graph stored in a file, an initial point and a goal point, print the shortest path between the two points (vertices), found using Dijkstra's algorithm. The file name, initial point and goal point should be read from the keyboard.

Recommended: read about A* (http://en.wikipedia.org/wiki/A*_search_algorithm)