```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
void alp(int);
int main()
{
struct sockaddr_in ser,cli;
int s,n,sock,i,j,c=1,f;
unsigned int s1;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
bind(s,(struct sockaddr *) &ser, sizeof(ser));
listen(s,1);
n=sizeof(cli);
sock=accept(s,(struct sockaddr *)&cli, &n);
printf("\nTCP Connection Established.\n");
s1=(unsigned int) time(NULL);
srand(s1);
strcpy(b,"Time Out ");
recv(sock,a,sizeof(a),0);
f=atoi(a);
while(1)
{
for(i=0;i<W;i++)
{
```

```
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
L:
j=rand()%P1;
if(j<P2)
{
alp(c);
send(sock,b,sizeof(b),0);
goto L;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
```

```
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
void alp(int z)
{
int k,i=1,j,g;
k=z;
b[0]='N';
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
b[i]=k+48;
i--;
z=z/10;
```

```
}
b[g]='\0';
}
```

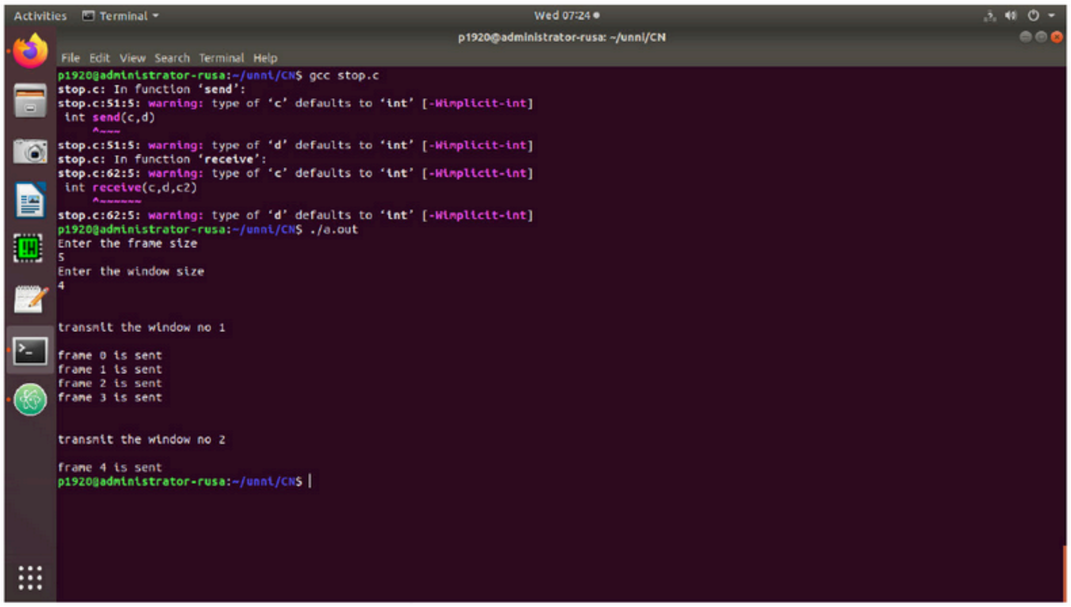
Client.c

```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#define W 5
char a[10];
char b[10];
void alpha9(int);
int con();
int main()
{
int s,f,wl,c=1,x,i=0,j,n,p=0,e=0;
struct sockaddr_in ser;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
connect(s,(struct sockaddr *) &ser, sizeof(ser));
printf("\nTCP Connection Established.\n");
printf("\nEnter the number of Frames: ");
scanf("%d",&f);
alpha9(f);
send(s,a,sizeof(a),0);
strcpy(b,"Time Out ");
while(1)
{
for(i=0;i<W;i++)
{
alpha9(c);
send(s,a,sizeof(a),0);
```

```
if(c<=f)
{
printf("\nFrame %d Sent",c);
c++;
}
}
i=0;
wl=W;
while(i<W)
{
recv(s,a,sizeof(a),0);
p=atoi(a);
if(a[0]=='N')
{
e=con();
if(e<f)
{
printf("\nNAK %d",e);
printf("\nFrame %d sent",e);
i--;
}
}
else
{
if(p<=f)
{
printf("\nFrame %s Acknowledged",a);
wl--;
}
else
{
break;
}
}
if(p>f)
{
break;
}
i++;
}
```

```
if(wl==0 && c>f)
{
send(s,b,sizeof(b),0);
break;
}
else
{
c=c-wl;
wl=W;
}
}
close(s);
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
int con()
{
char k[9];
int i=1;
while(a[i]!='\0')
{
```

```
k[i-1]=a[i];
i++;
}
k[i-1]='\0';
i=atoi(k);
return i;
}
```



Experiment 6

Implement and simulate algorithm for Distance Vector Routing protocol

Aim: To implement and simulate algorithm for Distance vector routing protocol

Description:

This algorithm is iterative, and distributed. Each node receives information from its directly attached neighbors, performs some calculations and results to its neighboring nodes. This process of updating the information goes on until there is no exchange of information between neighbors.

Algorithm:

(adapted from Computer Networking – A top down approach by Kurose and Rose)

Bellman Ford algoithm is applied.

Let dx(y) be the cost of the least cost path from node x to node y. Then Bellman Ford equation states that
dx(y) = min{ c(x,v) + dv(y) }

v

where v is a neighbour of node x. dv(y) is the cost of the least cost path from v to y. c(x,v) is the cost
from x to neighbour v. The least cost path has a value equal to minimum of c(x,v) + dv(y) over all its
neighbours v. The solution of Bellman Ford equation provides entries in node x's forwarding table.
Distance vector (DV) algorithm
At each node x
Initialization:
for all destinations y in N:

Dx(y) = c(x,y) /* if y is not a neighbour of x, then c(x,y) = ∞ */

for each neighbour w,
send distance vector Dx = { Dx(y): y in N} to w
loop:
for each y in N:
Dx(y) = min { c(x,v) + Dv(y) }