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Q4 => A)

Ans 4 => A)

Distance Vector Routing -

1) It is a dynamic routing algorith in which each router ~~only~~ computes distance between itself and each possible destination i.e. its immediate neighbors.

2) It makes use of Bellman ford Algorithm for making routing tables.

3) Problems => Count to infinity problem which can solved by splitting horizon.
- Good news spread fast and bad news spread slowly.
- Persistent looping problem i.e loop will be there forever.

Link State Routing -

1) It is a dynamic routing algorithm in which each router shares knowledge of its neighbors with every other router in the networks.

2) It makes use of Dijkastra's algorithm for making routing tables.

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3 Problems → Heavy traffic due to flooding of packets.

- Flooding can result in infinite looping which can be solved by using time to live (TTL) field.

The reasons for prefer Link State Routing are –

- Based on global knowledge i.e. it have knowledge about entire network.
- Make use of Dijkastra's algo.
- Traffic is more.
- Converges faster.
- No count to infinity problem.
- No persistent loops. only transient loops.
- Practical implementation is OSPF and ISIS.