**CS 331 Computer Networks: Final Project**

**Student Name: Ovezmyrat Arnazarov**

**Student ID: 0668988**

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**TERMINAL BASED SIMULATOR FOR DYNAMIC ROUTING CAPABILITY**

This is a Simulation for Dynamic Routing implemented in JAVA using Dijkstra algorithm

It involves:

--> Initializing routers from the text file inputted by the user

--> Simulating the process of generating routing table for each router in a given network

--> Computing the optimal path with least cost between any two specific routers

--> Updating and revising a routing tables based on change in the cost between the router and one of its directly connected neighbors

The application provides a Console Interface for the user to interact with the simulator.

Simulation:

Open up the Terminal or Command prompt:

$ cd src

$ javac MainEngine.java

$ java MainEngine

-OR-

$ cd src

$ java -jar MainEngine.jar