Q1) D(A) D(B) D(C) D(D) D(F) D(G) D(H) P(A) P(B) P(C) P(D) P(F) P(G) P(H) 1 0,- 3,E 2,E 2,E D,- 0,-0,-E do, - 11, D 3, E 2,E 3,D &,-E,D 0.- 11.D 3,E 3,0 0,-E,D,F 7, 6 5,6 E,D,F,C 3,0 0,-7,6 5,6 E,D,F,C,G 16,6 E, D, F, C, S, B 6, B 7.8 7. B E,D,F,C,G,B,A_ E, D, F, C, G, B, A, H

The Shatest Path from E to

A! ECBA -6

B: ECB -5

C: EC -3

P: EF -2

F: ED5 -3

H: ECB4 -7

Destination Distance Route

Net 6 10 Grate J

Net 24 5 Grate J

Net 43 5 Grate J

For Lest Thatian Net 6,

The updates that a new route is setup via genterary J.

For Lest Thatian Net 24,

It updates that a Starter distance resulting from harting Via gaterary J.

For destination Net 43.,

it updates that if passing via gateway J, it will take a larger houte.

Vec X: (0, 6-35)

6. X updates
VEC X: (0, 6, 37)

7. Y updates VEC y: (6,0,43)

8. × updates Vec x: (0, 6-,37) (y)

T) False,
B gets "revenue" for houting ABX Since
X 75 B'S Customers.

(1) True,
W gets no "terance" for houting AC Since
home of AC are W's Lustomers.

T(i) True,

A gets no 'revenue' for routing CABX Since

none of CABX are A'S customers

TV) False,
A gets "herence" for noutting WABX STIME
W 75 A'S Lastomers.