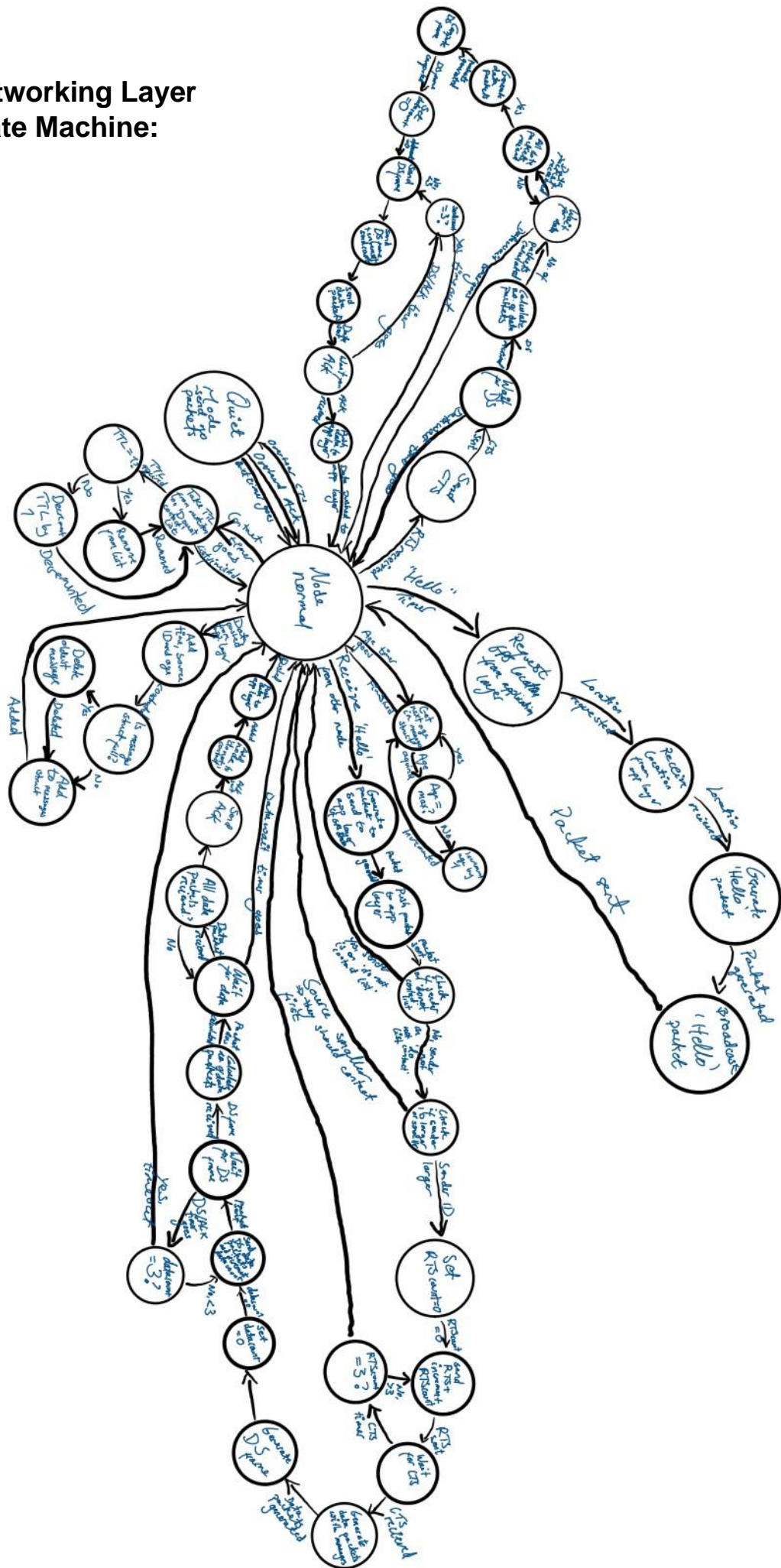


## Networking Layer State Machine:



## Networking Layer Data Structures:

# Data Structures:

## Receiving Queue

Type	Location	TTL
------	----------	-----

→ To find or to use  
e.g. current location

1	011...	000...
---	--------	--------

e.g. new obstacle

0	010...	010...
---	--------	--------

## Sending Queue

Type	Location	TTL
------	----------	-----

→ Request for info or info  
e.g. request for location

1	000...	000...
---	--------	--------

e.g. new obstacle

0	010...	001...
---	--------	--------

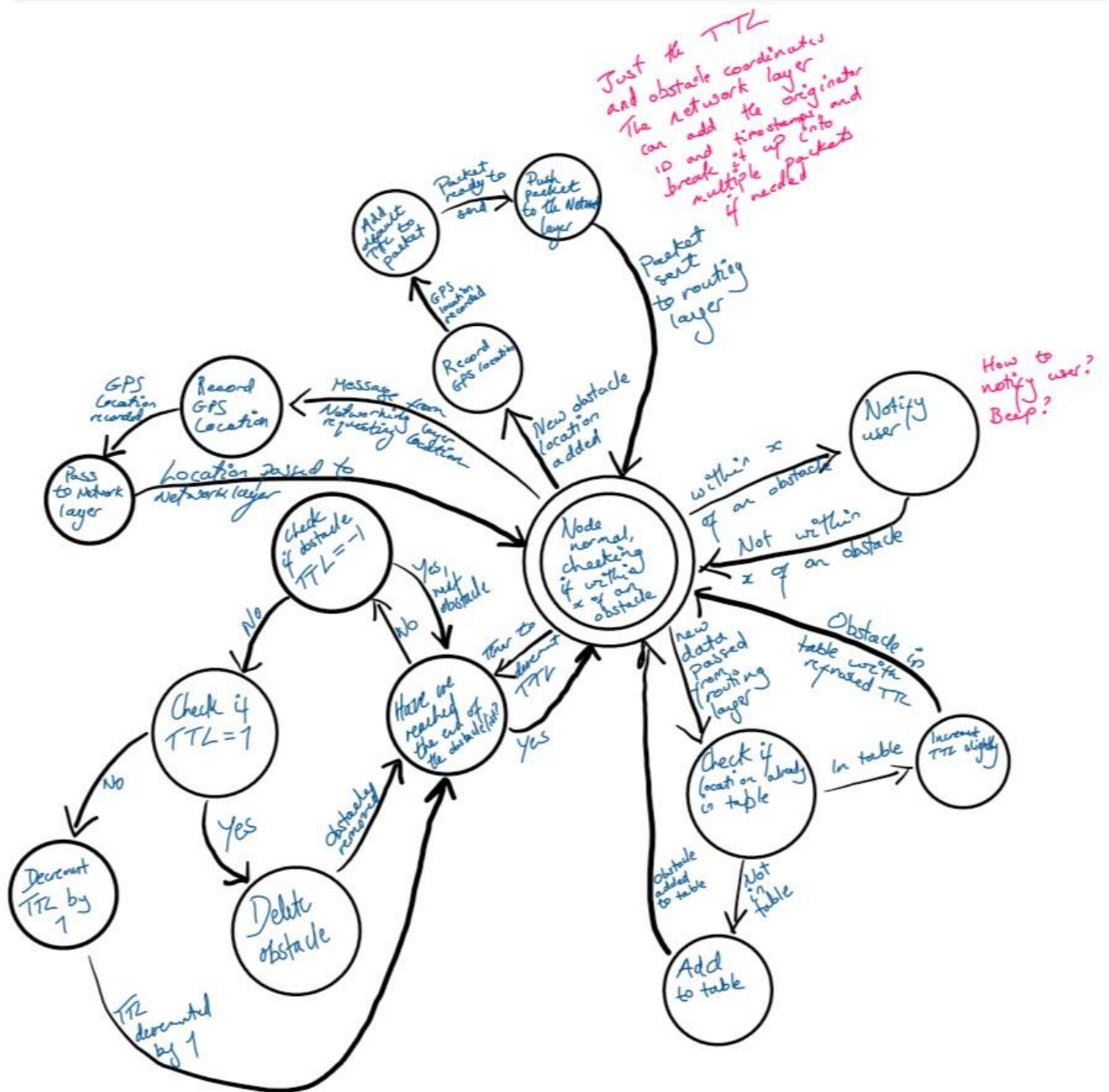
## Messages

Source	Time	Age	Message

Do not contact:

Node TTL

## Application Layer State Machine:



## Application Layer Data Structures:

## Sending Queue

unsure if MP lets us notify other threads  
may have to use a timer  
+ check a global variable

Type	Location	TTL
------	----------	-----

→ To send or to use

## Receiving Queue

Type	Location	TTL
------	----------	-----

→ Request for info or passing of info

## Locations Table

- Should this be ordered in any way?
- TTH is 1 if obstacle permanent

Location	TTL