



School: ..... Campus: .....  
Academic Year: ..... Subject Name: ..... Subject Code: .....  
Semester: ..... Program: ..... Branch: ..... Specialization: .....  
Date: .....

## Applied and Action Learning

(Learning by Doing and Discovery)

**Name of the Experiment : Build the Network – Peer-to-Peer Simulation**

### \* Coding Phase: Pseudo Code / Flow Chart / Algorithm

☐ **Initialize Network**

Define the number of nodes (peers) participating in the network.  
Assign each node a unique ID and empty ledger/memory.

☐ **Create Connections**

Each node connects to a few other nodes randomly (simulating a mesh network).  
Maintain a list of peers each node can send/receive messages from.

☐ **Message Broadcast**

One node (the initiator) sends a transaction or message to its peers.  
Each peer forwards the message to its connected nodes (except the sender).

☐ **Verification Process**

Each node validates the message (e.g., checks if it's new and not already received).  
Invalid or duplicate messages are ignored.

☐ **Ledger Update**

If the message (transaction/block) is valid, it's added to the node's ledger.

☐ **Consensus (Optional)**

If simulating blockchain consensus, include a simple rule like:  
The first valid message received by all nodes is accepted.  
Nodes reject conflicting data.

☐ **End Simulation**


Display how many nodes successfully received and accepted the message.  
Show that the network achieved synchronization without a central server.

### Software used

2. VS Code.
3. MS Word.
4. Brave for researching.

## \* Implementation Phase: Final Output (no error)

- ☐ Input: Number of peers (e.g., 6)
- ☐ Establish peer connections.
- ☐ Node 1 broadcasts a message.
- ☐ Nodes 2\_6 receive and validate the message.
- ☐ Ledger updated in each node.
- ☐ Output:

Message broadcast from Node 1  
 Node 2 received message from Node 1  
 Node 3 received message from Node 2  
 Node 4 received message from Node 3  
 All nodes synchronized 

## \* Observations:

- ☐ The message reaches all nodes without any central server.
- ☐ Duplicate messages are automatically avoided using validation.
- ☐ The network demonstrates **decentralization, fault tolerance, and equal node importance.**
- ☐ Communication delay or missing peers can affect synchronization — similar to real blockchain networks.
- ☐ When consensus rules are added, the simulation behaves like a mini blockchain environment.

## ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
<b>Total</b>	<b>50</b>		

**Signature of the Student:**

*Name :*

*Regn. No. :*

**Signature of the Faculty:**