

## step-by-step instructions

Follow the instruction in this order:

- 1) In order to compile you need to download libraries with the bash "download\_libraries".
- 2) Replace the IP addresses in the file "addresstable. c" and the length in the file "addresstable. h", both contained in the Principale/Arp\_headers/addresstable folder
- 3) With the "make\_compiling" bash, you do the "make" command and then compile, after that, we have the executable "my\_code".
- 4) load the executable into the virtual machine.
- 5) If you are a zero node, wait until all nodes have started the executable. If you are not, run the executable "my\_node", followed by your IP address.
- 6) Now, if you are the turn leader you can run your executable.

The order is very important. If you need to change some IP, you have to start again from step 2 without skipping any further instructions.