Results

The algorithm has been respected: after the handshake steps, the table with available nodes was updated, after that, the zero node start the votation of the first turn leader. The turn leader was chosen 10 times. For 10 times a turn leader node (every times different because randomly chosen) started to send the message. The non-turn leader nodes read the message from the previous one (which can also be the turn leader) and sending time it to the next node. We printed the times of sending and receiving and from the test carried out by our group, the time and bandwidth values are in line with the expected results. People who are not online (we introduce “fake nodes”) have been skipped, while nodes with outdated libraries have been declared unavailable.

We have inserted the IP addresses of our sub-group, and some fake node simulating non-online nodes, in the "Address table. c" and modified the length properly in the "Address table. h", both are in the Principale/Arp_headers/addresstable folder:

```
{ "20.67.105.218", __NOD_AVAILABLE },     //node 0
{ "1.2.3.4", __NOD_AVAILABLE },    //fake node that simulate nodes that are not online
{ "51.103.131.232", __NOD_AVAILABLE },
{ "5.6.7.8", __NOD_AVAILABLE },      //fake node
{ "13.81.240.181", __NOD_AVAILABLE },
{ "40.68.196.74", __NOD_AVAILABLE },
{ "9.10.11.12", __NOD_AVAILABLE },            //fake node
{ "20.71.219.5", __NOD_AVAILABLE },
```

And we measured values of this order:
band_tot: 2 (kb/s)
band_fly: 2 (kb/s) (very similar to the first)

This is due to the fact that the time spent in the node between receiving and sending is negligible compared to the time spent in the communication.