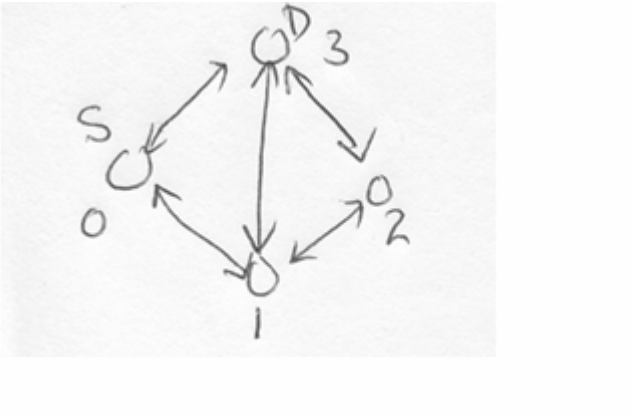
If no scenarios work well, you get 0 .. 50 depending on the level of effort we think you did

In each of the four scenarios below, we will check that distance vector messages and in-distance messages are begin being propagated correctly through the network, that join messages are sent correctly and that data is delivered correctly.

SCENARIO 1



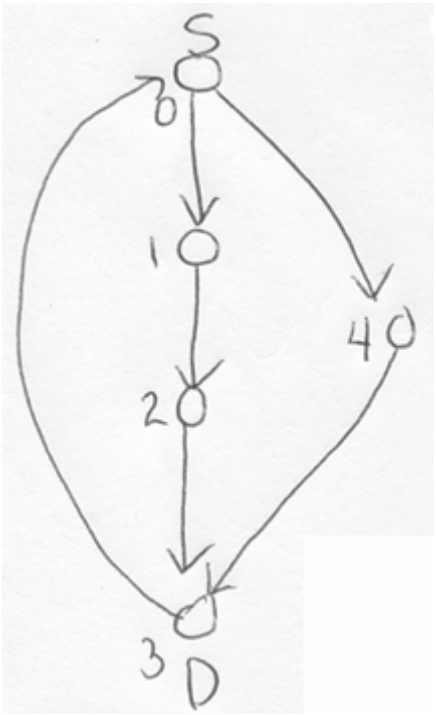
scenario1.sh

node 0 sender “funny” 100 &
node 1 100 &
node 2 100 &
node 3 receiver 0 100 &

topology

0 3
3 0
3 2
2 3
3 1
1 3
0 1
1 0
1 2
2 1

SCENARIO 2



topology

0 1
1 2
2 3
3 0
0 4
4 3

scenario2.sh

node 0 sender “funny” 100 &
node 1 100 &
node 2 100 &
node 3 receiver 0 100 &
node 4 100 &

SCENARIO 3

Same as 2, except that after 50 seconds, node 4 is killed. Join messages should now be sent via 0, 1, 2. It may not complete on time but the process of modifying the tree should definitely begin.

SCENARIO 4

Same topology, but an additional multicast tree

scenario4.sh

node 0 sender “funny from 0” 100 &
node 1 100 &
node 2 sender “funny from 2” 100 &
node 3 receiver 0 100 &
node 4 receiver 2 100 &