

- 1) Write and execute a program for distance vector algorithm to find the suitable path for transmission between sender and receiver.

```
#include <stdio.h>
struct node
{
    int dist [20];
    int from [20];
} route [10];

int main ()
{
    int dm[20][20], n;
    printf ("Enter the number of nodes: \n");
    scanf ("%d", &n);
    printf ("Enter the distance matrix: \n");
    for (int i=0; i<n; i++)
    {
        for (int j=0; j<n; j++)
        {
            scanf ("%d", &dm[i][j]);
            dm[i][i]=0;
            route[i].dist[j]=dm[i][j];
            route[i].from[j]=i;
        }
    }

    int flag;
    do
    {
        flag=0;
        for (int i=0; i<n; i++)
```





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Experiment No. 1

```
{ for(int j=0; j<n; j++)
{ for(int k=0; k<n; k++)
{ if((route[i].dist[j]) >
(route[i].dist[k] + route[k].dist[j]))
{
route[i].dist[j] = route[i].dist[k] + route[k].
dist[j];
route[i].from[j] = k;
flag = 1;
}
}
}
} while(flag);
for(int i=0; i<n; i++)
{ printf("In Router info for router: %d\n", i+1);
printf("Dest. | Next Hop | Dist. |n");
for(int j=0; j<n; j++)
printf("%d | %d | %d |n", j+1, route[i].from
[j], route[i].dist[j]);
}
return 0;
}
```

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OUTPUT:

Enter the number of nodes:

3

Enter

0 1 2

3 0 4

5 6 0

Router info for router: 1

Dest.	Next Hop	Dist.
1	1	0
2	2	1
3	3	2

Router info for router: 2

Dest.	Next Hop	Dist.
1	1	3
2	2	0
3	3	4

Router info for router: 3

Dest.	Next Hop	Dist.
1	1	5
2	2	6
3	3	0