

Program 3

class Topology:

```
def __init__(self, array-of-points):  
    self.nodes = array-of-points  
    self.edges = []
```

```
def add-direct-connection(self, p1, p2, cost):  
    self.edges.append((p1, p2, cost))  
    self.edges.append((p2, p1, cost))
```

```
def distance-vector-routing(self):  
    import collections  
    for node in self.nodes:  
        dist = collections.defaultdict(int)  
        next_hop = {node: node}  
        for other_node in self.nodes:  
            if other_node != node:  
                dist[other_node] = 999999
```

```
        for i in range(len(self.nodes)-1):  
            for edge in self.edges:  
                src, dest, cost = edge  
                if dist[src] + cost < dist[dest]:  
                    dist[dest] = dist[src] + cost  
                    if src == node:  
                        next_hop[dest] = dest  
                    elif src in next_hop:  
                        next_hop[dest] = next_hop[src]
```



```

def print_routing_table(self, node, dist, next_hop):
    print(f"Routing table for {node}: ")
    print('Dest \t Cost \t Next hop')
    for dest, cost in dist.items():
        print(f'{dest} \t {cost} \t {next_hop[dest]}')

```

```

nodes = ['A', 'B', 'C', 'D', 'E', 'F', 'G']

```

```

t = topology(nodes)

```

```

t.add_direct_connection('A', 'B', 2)
t.add_direct_connection('A', 'B', 2)

```

```

t.distance_vector_routing()

```