Design Document

Overall, the data structures I used are class, dictionaries and array. I created a graph class which I used to store the topology I read from given files. I called a method to initialize the dictionary (creating the initial routing table). I also added to the routing table non-neighbors of each node storing the cost as the python built in maximum number and the next hop as x. For every round, I obtained the DV Packets of all the nodes and stored it in a nested dictionary.