# Output for LinkState with 5 nodes

Node 0: started

Node 1: started

Node 2: started

Node 3: started

Node 4: started

--------- 0 Pings 3 before failing 4--------

Node 4: Received a packet from 0 for 3. Forwarding to 3

Node 3: Received Ping from 0 with message: Ping before failing 4

Node 4: Received a packet from 3 for 0. Forwarding to 0

Node 0: Got Ping Reply from 3: Ping before failing 4

--------- Failing node 4 -----

--------- 0 Pings 3 after failing 4--------

Node 1: Received a packet from 0 for 3. Forwarding to 2

Node 2: Received a packet from 0 for 3. Forwarding to 3

Node 3: Received Ping from 0 with message: Ping after failing 4

Node 2: Received a packet from 3 for 0. Forwarding to 1

Node 1: Received a packet from 3 for 0. Forwarding to 0

Node 0: Got Ping Reply from 3: Ping after failing 4

--------- Restarting node 4 -----

--------- 0 Pings 3 after restarting 4--------

Node 4: Received a packet from 0 for 3. Forwarding to 3

Node 3: Received Ping from 0 with message: Ping after restarting 4

Node 4: Received a packet from 3 for 0. Forwarding to 0

Node 0: Got Ping Reply from 3: Ping after restarting 4

Fishnet exiting after time: 360000 msec.

Number of packets sent: 588

//In the beginning, when 0 Pings 3, the Ping packet and Ping reply packet go through node 4

//Ping reply packet path

//After failing 4, Ping packet from 0 to 3 goes from 0 to 1, 2, 3. And Ping reply packet from 3 goes through 2, 1, 0.

//Ping reply packet path

//After 4 is restarted, same as in the beginning



//Ping reply packet path