



# CONTINUOUS CONNECTIONS

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# Problem Statement

## CONTINUOUS CONNECTIONS

- Here computer network is a tree network that means there is a one path from one computer to other computer. It determines how to broadcast a message from one particular computer to all other computers in the network in minimum time.
- It takes one unit of time to send message from one computer to another
- At first unit of time, originator of the network can send it to its neighbour computer.
- During second interval of time, both originator and neighbour can send message to their respective neighbours.
- At this point up to four computers can see the message. And it goes on till all the computer in the network receive message

# PACKAGES AND MODULES USED



- Tkinter
- Folium
- Webbrowsers
- Threading
- Sleep
- Nominatim
- Pygame
- Tkvideo

# USAGE OF PACKAGES AND MODULES



Tkinter	for creating GUI.
Folium	creating interactive maps,visualizing data
Sleep	To pause the execution of message transmission
Webbrowser	For opening maps
Threading	Handles multiple network connections.
Nominatim	Converts given location into its coordinates
Tkvideo	used to display videos in the Tkinter window

**Table:** Usage of Modules and Packages in code

# TEAM CONTRIBUTION



Roll no.	Contribution
22WH1A12B6	Code analysis, Executable code development, GUI
22WH1A12B7	Code analysis, executable code development, GUI
22WH1A12B8	Tkinter(GUI)widgets code, PPT in latex
22WH1A12B9	Tkinter(GUI), PPT in latex)
22WH1A12Co	Code analysis, executable code development, GUI

**Table:** Contribution of team members

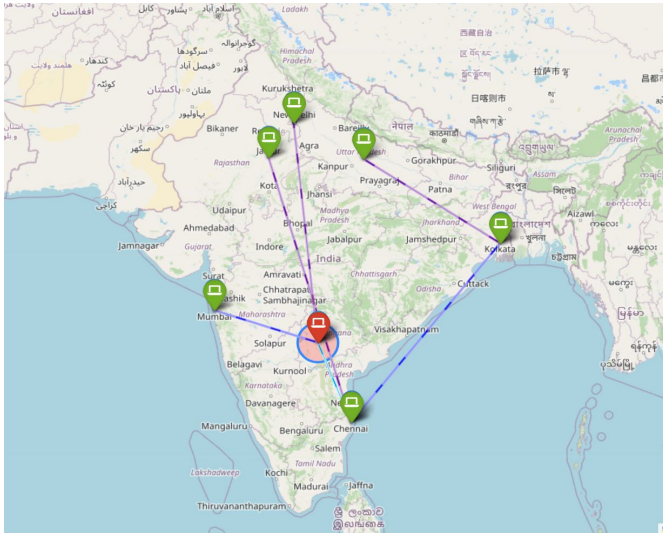


# INPUT and OUTPUT Format

INPUT	OUTPUT
3	It visualizes the network on a map
3	
1 2 4	
3 5 6	
4	
4 7	
6	

**Table:** Input and Output format

# EXECUTION OF FINAL CODE





# THANK YOU