

## README / Documentation

[https://github.com/ThatOneGuyISuppose/star\\_of\\_stars\\_network](https://github.com/ThatOneGuyISuppose/star_of_stars_network)

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How to Run

Use

`make`

to run the default test with 3 CAS that have 2, 6, and 4 nodes, respectively. It also makes 3 node files, node1\_2.txt, node2\_1.txt, and node3\_3.txt.

Use

`make clean`

to remove all output node files.

Use

`make clean_nodes`

to remove all input node files.

In order to run arbitrary initialization, use

`python3 SoSs.py <CAS 1 Num Nodes> <CAS 2 Num Nodes> ...`

Example: `python3 SoSs.py 2 6 4`

This example creates 3 CAS that have 2, 6, and 4 nodes, respectively, with ids 1-3.

Name of Files and Descriptions

SoS.py contains the classes for Frame, CCS, CAS, and Node. The nodes forward to CAS, which in turn forwards through CCS if it is global and there are no firewall restrictions.

firewall.txt contains the firewall rules.

Frame format:

`Frame structure [SRC][DST][CRC][SIZE/ ACK][ACK type][data]`

Feature Checklist

Feature	Status/Description
<b>Project Compiles and Builds without warnings or errors</b>	Complete
<b>Switch class</b>	Complete
<b>Switch has a frame buffer, and reads/writes appropriately</b>	Complete

<b>CAS, CCS Switches allows multiple connections</b>	Complete
<b>CAS, CCS Switches flood frames when it doesn't know the destination</b>	Complete
<b>CAS, CCS Switches learn destinations, and doesn't forward packets to any port except the one required</b>	Complete
<b>CAS connects to CCS</b>	Complete
<b>CAS receives local firewall rules</b>	Complete
<b>CAS forwards traffic and ACKs properly</b>	
<b>CCS switch opens the firewall file and gets the rules</b>	Complete
<b>CCS passes global traffic</b>	Complete
<b>CCS does the global firewalls</b>	Complete
<b>CCS Shadow switches run and test properly</b>	Incomplete - Not Implemented
<b>Node class</b>	Complete
<b>Nodes instantiate, and open connection to the switch</b>	Complete
<b>Nodes open their input files, and send data to switch.</b>	Complete
<b>Nodes open their output files, and save data that they received</b>	Complete
<b>Node will sometimes drop acknowledgment</b>	Complete
<b>Node will sometimes create erroneous frame</b>	Complete
<b>Node will sometimes reject traffic</b>	Complete