

Discussion Questions

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One pro of using event driven programming is that they can become autonomous and function more on their own because events can trigger other events. One con is that you have to account for collisions.

2

the mechanism that each node carries to ensure packets don't circulate infinitely is storing the sequence of the packet which doesn't change. the TTL has the same purpose but is stored in the packet and is changed with each hop.

3

In the most ideal scenario for broadcast flooding each node would send and receive 1 packet.

4

once each node has a list of all of its neighbors, then a path can be built to forward the message along until it reaches its destination.

5

if we were allowed to change the packet we could have added a list of nodes that it has been too. the node can then check its id against the list and made a decision to broadcast again or not. This way risks the packet growing in size proportional to the number of nodes in the network and TTL.