Program Assignment 3

<u>Aim</u>: Distance Vector Routing Algorithm using Bellman Ford's Algorithm.

Code:

```
#include<stdio.h>
   unsigned dist[20];
   unsigned from [20];
}rt[10];
int main()
   int costmat[20][20];
   int nodes,i,j,k,count=0;
   printf("\nEnter the number of nodes : ");
    scanf("%d", &nodes);//Enter the nodes
   printf("\nEnter the cost matrix :\n");
    for(i=0;i<nodes;i++)</pre>
        for(j=0;j<nodes;j++)</pre>
            scanf("%d", &costmat[i][j]);
            costmat[i][i]=0;
            rt[i].dist[j]=costmat[i][j];//initialise the distance equal to cost
           rt[i].from[j]=j;
            count=0;
            for(i=0;i< nodes;i++) //We choose arbitary vertex k and we calculate the
            for (j=0; j<nodes; j++)</pre>
            for (k=0; k<nodes; k++)</pre>
                if(rt[i].dist[j]>costmat[i][k]+rt[k].dist[j])
                     rt[i].dist[j]=rt[i].dist[k]+rt[k].dist[j];
                     rt[i].from[j]=k;
                     count++;
```

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```
}
}while(count!=0);
for(i=0;i<nodes;i++)
{
    printf("\n\n For router %d\n",i+1);
    for(j=0;j<nodes;j++)
    {
        printf("\t\nnode %d via %d Distance %d
",j+1,rt[i].from[j]+1,rt[i].dist[j]);
    }
}
printf("\n\n");
getch();
}
//reference
//https://www.thelearningpoint.net/computer-science/c-program-distance-vector-routing-algorithm-using-bellman-ford-s-algorithm</pre>
```

Output:

```
E:\sem 6\cn-tuts\BFA-RIP.exe
Enter the number of nodes : 3
Enter the cost matrix :
027
2 0 1
7 1 0
For router 1
node 1 via 1 Distance 0
node 2 via 2 Distance 2
node 3 via 2 Distance 3
For router 2
node 1 via 1 Distance 2
node 2 via 2 Distance 0
node 3 via 3 Distance 1
For router 3
node 1 via 2 Distance 3
node 2 via 2 Distance 1
node 3 via 3 Distance 0
```

Conclusion:

RIP was implemented successfully.

Program 2

Aim: OPEN SHORTEST PATH FIRST ROUTING PROTOCOL

Code:

```
#include <stdio.h>
#include <string.h>
int main()
   int count, src router, i, j, k, w, v, min;
   int cost matrix[100][100], dist[100], last[100];
   int flag[100];
   printf("\n Enter the no of routers");
   printf("\n Enter the cost matrix values:");
   for (i = 0; i < count; i++)
        for (j = 0; j < count; j++)
            printf("\n%d->%d: ", i, j);
            scanf("%d", &cost matrix[i][j]);
            if (cost matrix[i][j] < 0)</pre>
                cost matrix[i][j] = 1000;
   printf("\n Enter the source router: ");
   scanf("%d", &src router);
   for (v = 0; v < count; v++)
        flag[v] = 0;
       last[v] = src router;
       dist[v] = cost matrix[src router][v];
   flag[src router] = 1;
   for (i = 0; i < count; i++)
       min = 1000;
        for (w = 0; w < count; w++)
            if (!flag[w])
                if (dist[w] < min)</pre>
                    min = dist[w];
```

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```
flag[v] = 1;
    for (w = 0; w < count; w++)
        if (!flag[w])
            if (min + cost_matrix[v][w] < dist[w])</pre>
                 dist[w] = min + cost matrix[v][w];
                 last[w] = v;
for (i = 0; i < count; i++)</pre>
    printf("\n%d==>%d: Path taken: %d", src_router, i, i);
    while (w != src_router)
        printf("\n<--%d", last[w]);</pre>
    printf("\n Shortest path cost: %d", dist[i]);
```

Output:

Conclusion: OSPF was implemented successfully.