Flooding

Each node will read in a discovery file for its neighbors. These neighbors are then added to a data structure in memory called "theNeighbors."

For each neighbor in theNeighbors, each node will flood neighbor with a link state packet containing the connections to the other neighbors that this node knows about.

Each node will then continuously forward packets that it received to its neighbors, sans the neighbor from which that packet was received from.

Each node will run Dijkstra's algorithm after 15 seconds of inactivity on its port, since it appears that there is not any more traffic on the network and everyone is done flooding.

Printout

(These are incorrect results as our flooding does not work correctly)

The graph used:
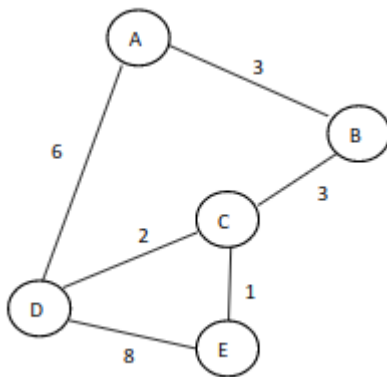
Node A Forwarding Table

	B	D	E	C
A	B	B	B	B

Node B Forwarding Table
(Program crashes)

Node C Forwarding Table

	B	E	D	A
C	B	E	E	B

Node D Forwarding Table

	A	E	C	B
D	A	E	E	A

Node E Forwarding Table

	D	C	B	A
E	D	C	C	C