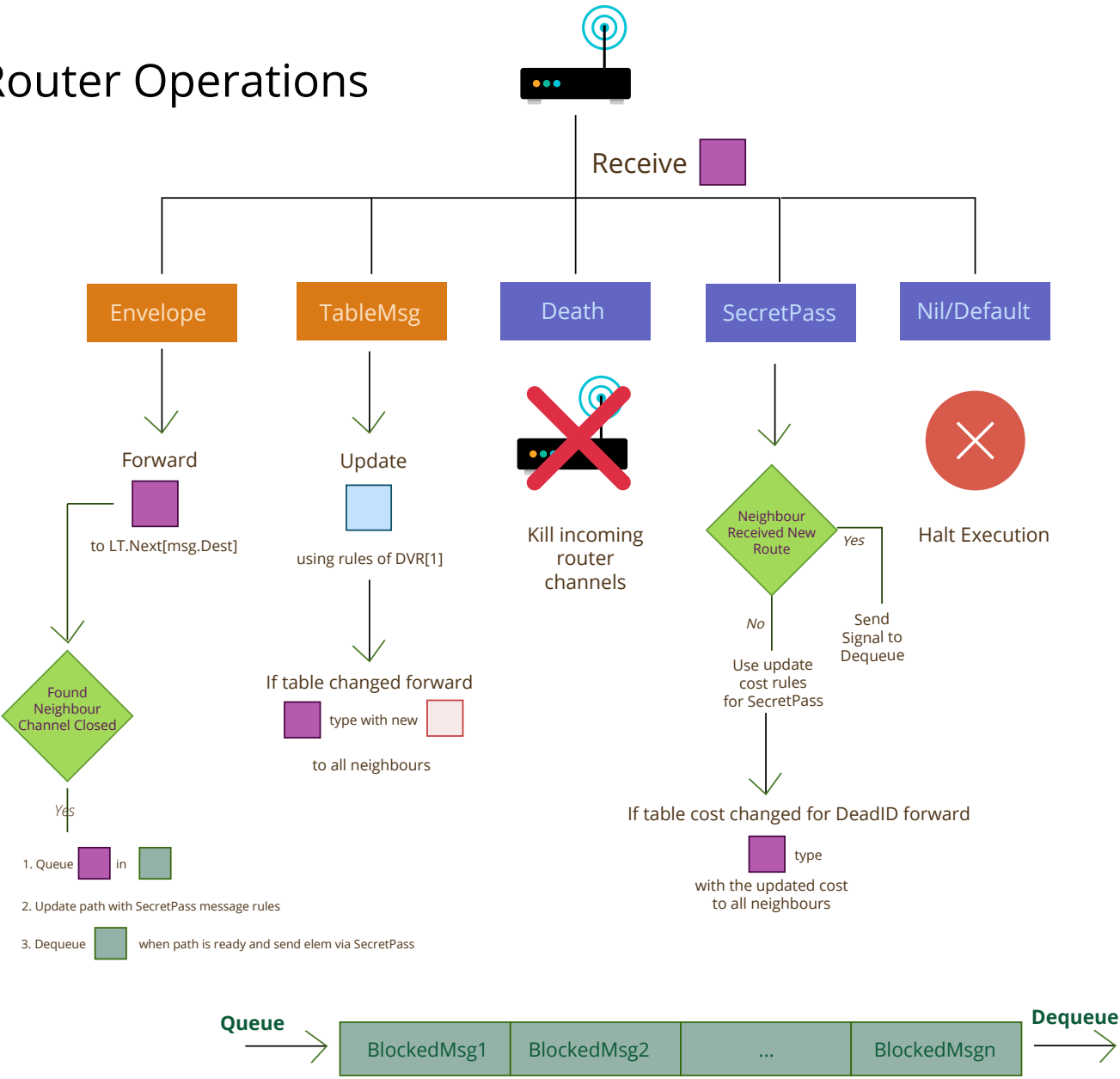


# Router Operations



Region to pass as Distance Vector

Queue for blocked messages in case of failure

Received message packet

Local Routing Table

Message Type in case of failure

Message Type in normalcy

Legend

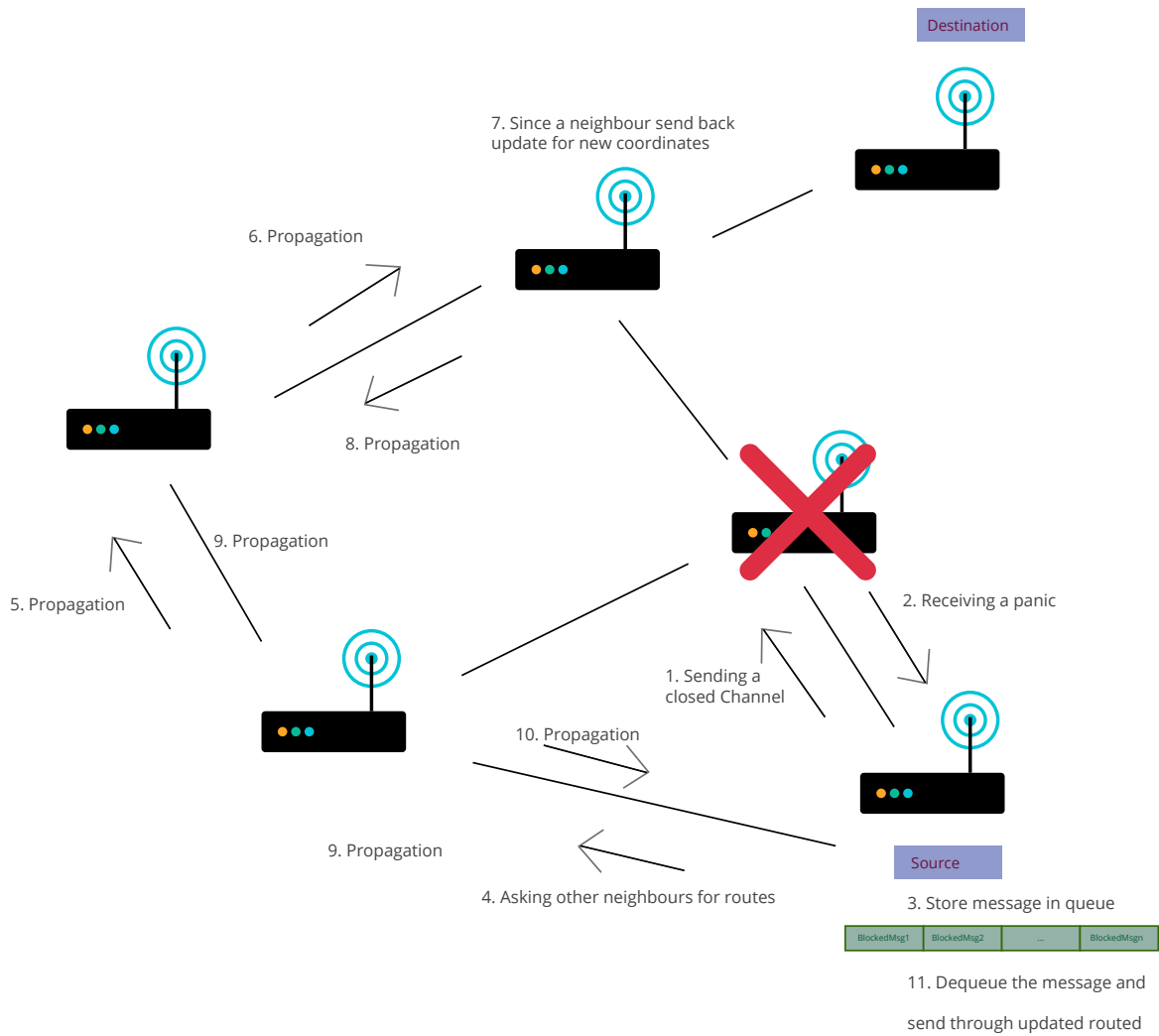
Node ID	Cost	Next
1	1	1
2	2	2
⋮		
i	0	i
⋮		
n-1	6	n-1
n	4	n

Local Router Table (LT) for RouterID = i

Protected Queue (using RWmutexes) for RouterID = i

Note: (a) Implementation is completed (except for extension secret pass [ which is invoked on dropping of routers] where race condition/algorithmic bugs are present)  
 (b) The panic framework for killing routers is present (uncomment lines on main.go as directed in code to simulate a test of dropping of routers) although (a) prevents that  
 [1] DVR - Distance Vector Routing <http://intronetworks.cs.luc.edu/current/html/routing.html>

# Extension Concept Map



## SecretPassage Message Table

DeadGroup *sync.Waitgroup	Signaling of finding a new route
Neighbour RouterID	Neighbour from where DeadId was found
Dest RouterId	Final Destination from the sender
DeadID RouterId	Blocked ID
Sender RouterId	Original Sender of Message