

## Distance Vector Algorithm

```
class Topology:
```

```
def __init__(self, array_of_points):  
    self.nodes = array_of_points  
    self.edges = []
```

```
def add_edge(self, p1, p2, cost):  
    self.edges.append((p1, p2, cost))  
    self.edges.append((p2, p1, cost))
```

```
def bellman_ford(self):  
    import collections  
    for node in self.nodes:  
        dist = collections.defaultdict(int)  
        for other_node in self.nodes:  
            if other_node != node:  
                dist[other_node] = 1000000  
        # Bellman Ford  
        for i in range(len(self.nodes)-1):  
            for edge in self.edges:  
                dist[edge[1]] = min(dist[edge[1]],  
                                     dist[edge[0]] + edge[2])
```

```
print_routing_table(node, dist)
```

```
def def main():
```

```
nodes = input('Enter nodes').split()  
t = Topology(nodes)
```

```
edges = int(input('Enter number of edges:'))  
for i in range(edges):
```

```
    u, v, cost = input('enter [u] [v] [cost]:')  
    t.add_edge(u, v, int(cost))
```

```
    t.bellman_ford()
```