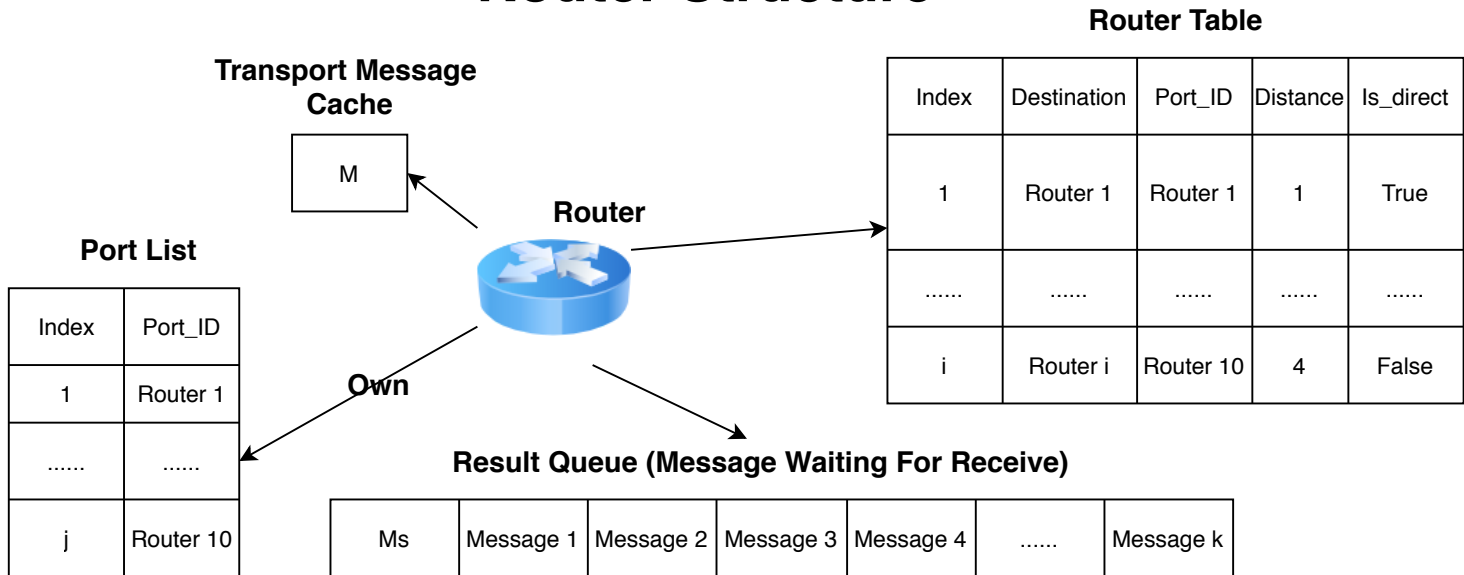


# Graphical Representation of Passing the Message

Student Name: Richeng ZHANG

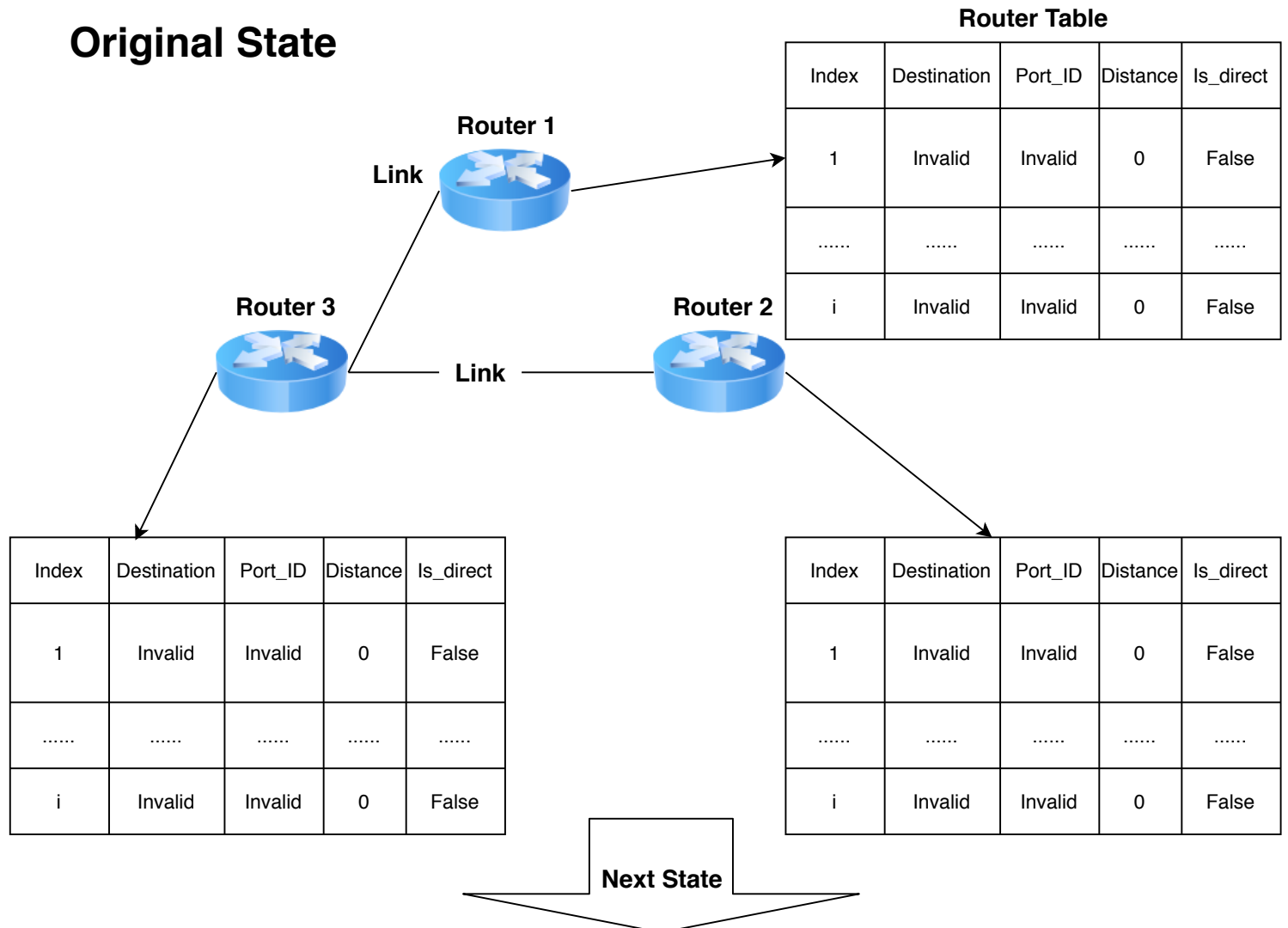
Student ID: U7094927

## Router Structure

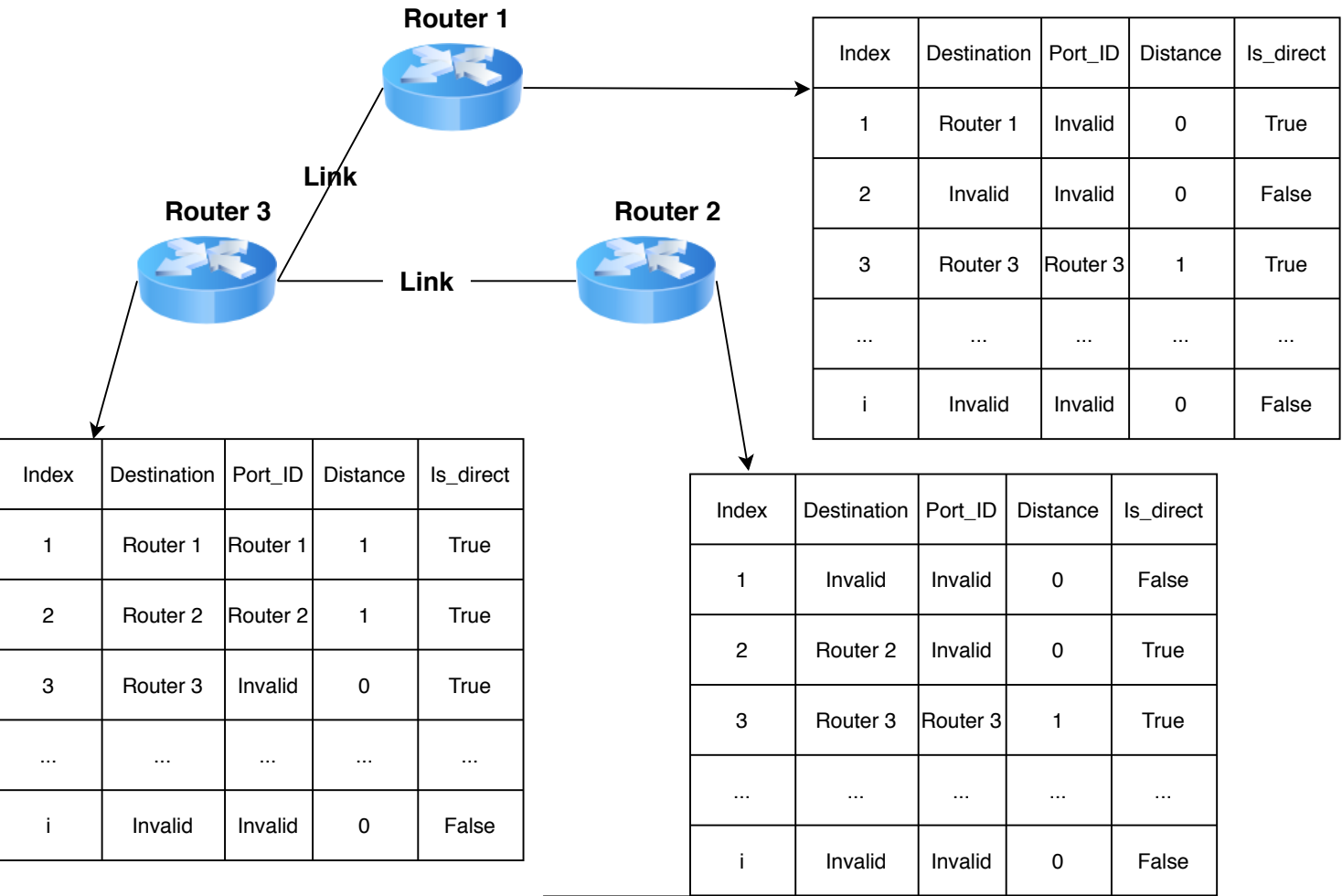


## Logic of Router Table Updating

### Original State

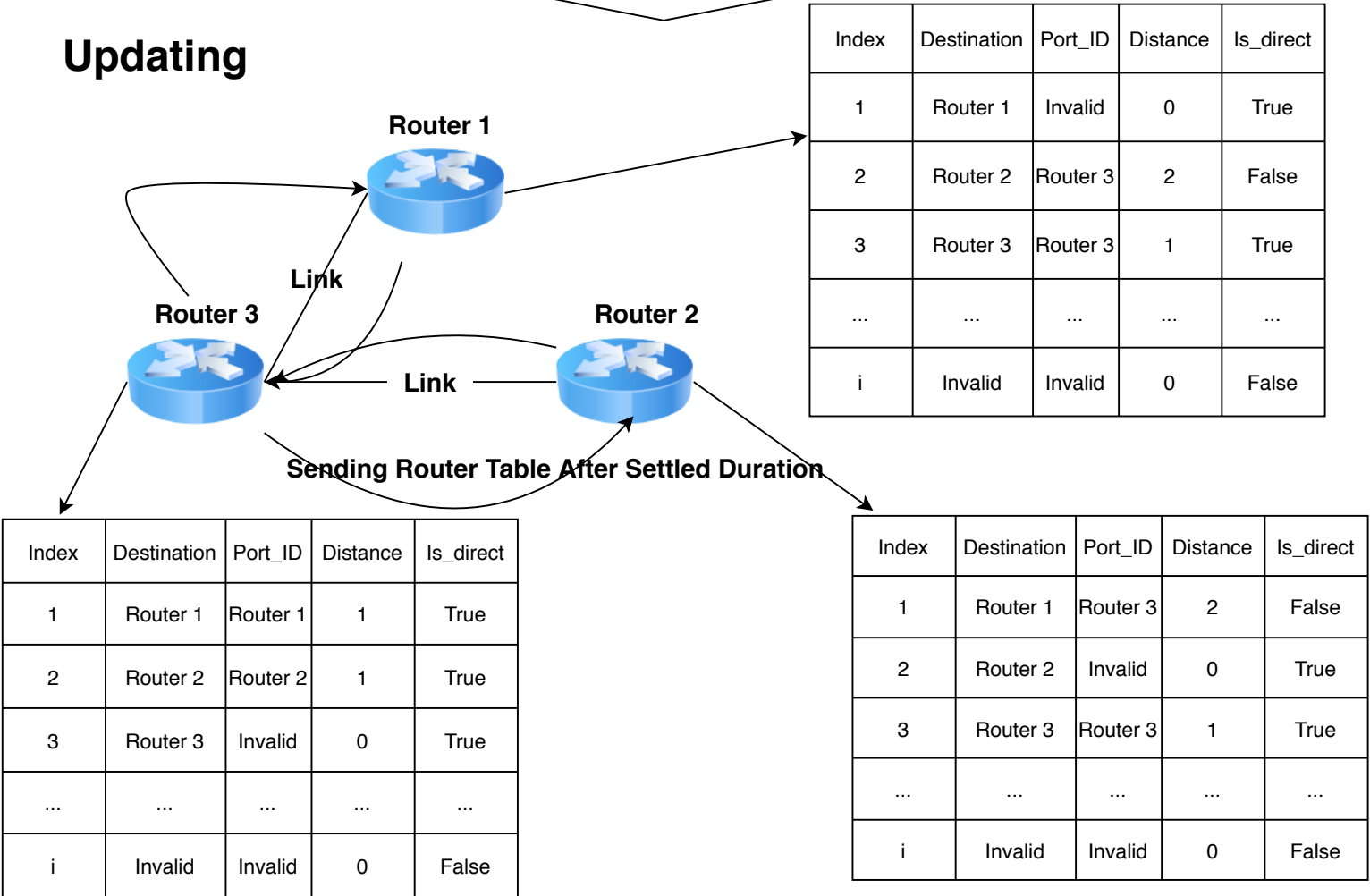


Initialization

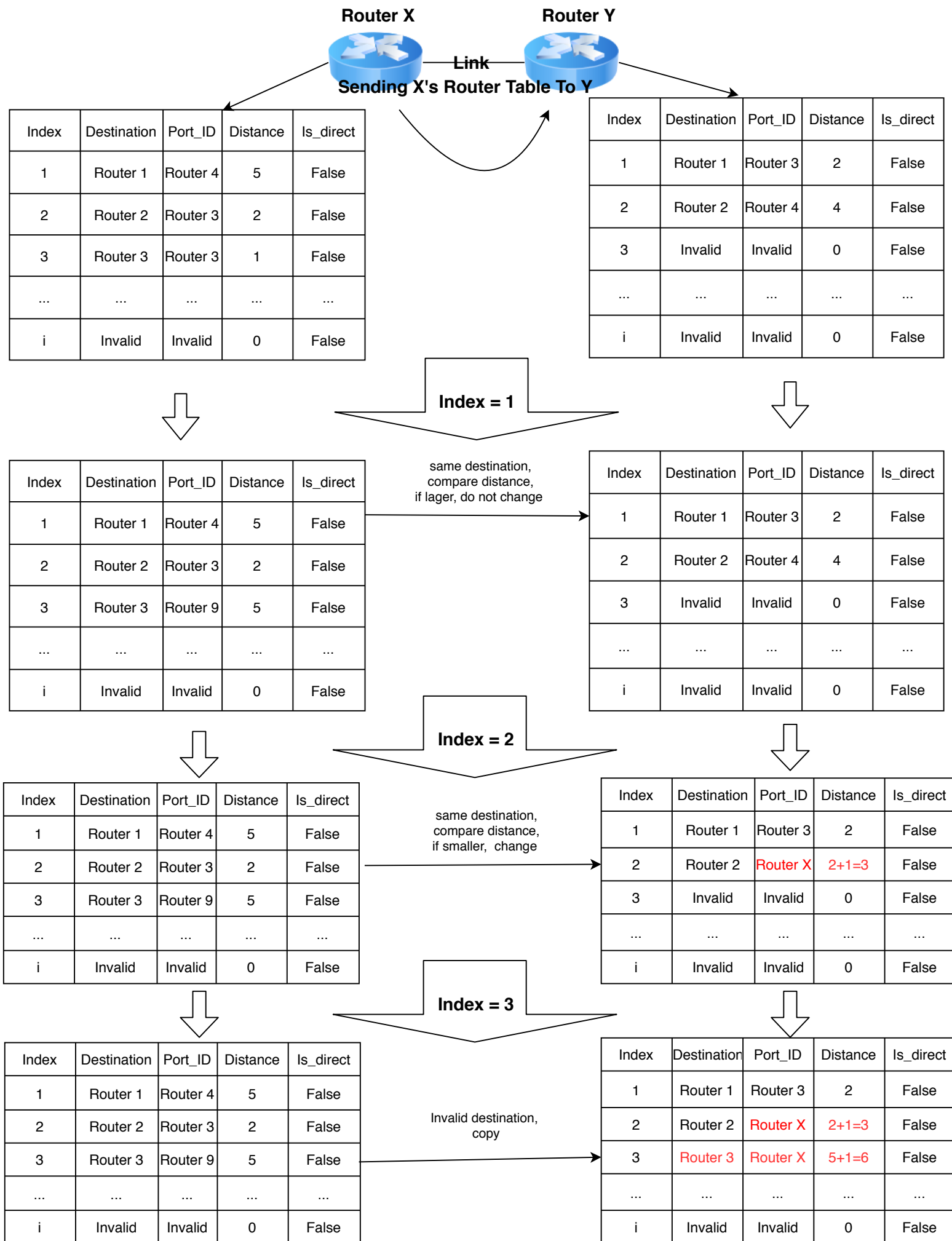


Next State

Updating



# Detailed Logic of Router Table Updating



# Message Structure

## Transport Message Cache



Item	Context
Original Sender	Router 1
Original Destination	Router 9
Sender	Router 7
Destination	Router 8
Message	Wow!
Hop_Counter	5

## Router



## Result Queue (Message Waiting For Receive) Array of Transport Message Cache

Ms	Message 1	Message 2	Message 3	Message 4	.....	Message k
----	-----------	-----------	-----------	-----------	-------	-----------

Item	Context
Original Sender	Router 1
Original Destination	Router 9
Sender	Router 7
Destination	Router 8
Message	Wow!
Hop_Counter	5

Item	Context
Original Sender	Router 2
Original Destination	Router 9
Sender	Router 5
Destination	Router 6
Message	Wow!
Hop_Counter	4

.....

# Logic of Message Passing

Send Message M  
M.Destination := Router4  
M.Message := Wow

Send Message N  
N.Destination := Router4  
N.Message := WW



Draw Message  
(When Queue not empty)

Pop Message N



Link

head

tail

Result Queue
Message N
Message M
...

Push Message M

Message N Passing path

Message M Passing path



Index	Destination	Port_ID	Distance	Is_direct
2	Router 2	Router 2	1	True
3	Router 3	Router 2	2	False
4	Router 4	Router 2	2	False

Index	Destination	Port_ID	Distance	Is_direct
1	Router 1	Router 2	2	False
2	Router 2	Router 2	1	True
4	Router 4	Router 4	1	True

Index	Destination	Port_ID	Distance	Is_direct
1	Router 1	Router 1	1	True
3	Router 3	Router 3	1	True
4	Router 4	Router 4	1	True

Index	Destination	Port_ID	Distance	Is_direct
1	Router 1	Router 3	2	False
2	Router 2	Router 2	1	True
4	Router 3	Router 3	1	True

# Detailed Logic of Message Passing

