

## Cycle-2 program-2

Q1)

Write a program for distance vector algo to find a suitable path for transmission.

class topology

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

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

```
def distance_vector_routing(self):  
    import collections  
    for node in self.nodes:  
        dist = collections.defaultdict(int)  
        next_hop = {node: node}  
        for other_nodes in self.nodes:  
            dist[other_nodes] = 1000000
```

```
    for i in range(len(self.nodes)-1):  
        for edge in self.edges:  
            src, dest, cost = edge  
            if dist[src] + cost < dist[dest]:  
                dist[dest] = dist[src] + cost  
            if src == node:  
                next_hop[dest] = dest  
            if src in next_hop:  
                next_hop[dest] = next_hop[src]
```



self.print\_routing\_table(node, dist, next\_hop)  
print()

```
def print_routing_table(self, node, dist, next_hop):
    print('Routing Table for {node}:')
    print('Dest \t Cost \t Next Hop')
    for dest, cost in dist.items():
        print(f'{dest} \t {cost} \t {next_hop[dest]}')
```

nodes = input('Enter nodes: ').split()

g = topology(nodes)

edges = int(input('Enter number of connections: '))

for i in range(edges):

src, dest, cost =

input('Enter [src] [dest] [cost: ']  
split()']

g.add\_directed\_connections(src, dest, int(cost))

g.distance\_vector\_routing()