Prg5-1 flooding

Write a program to simulate routing using flooding. Each packet should contain a counter that is decremented on each hop. When the counter gets to zero, the packet is discarded. Time is discrete, with each line handling one packet per time interval. Make three versions of the program: all lines are flooded, all lines except the input line are flooded, and only the (statically chosen) best  lines are flooded. Compare flooding with deterministic routing () in terms of both delay and the bandwidth used.