# COSC364 RIPv2 Assignment

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## Contents

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| Date: | 2-5-19 | 2/5/19 |

## 1 Questions

As required, the following questions have been answered:

### 1.1 Contribution

The contribution toward the entire project was an even split. Both partners felt as though the work they had contributed was worth 50% each.

### 1.2 Reflection

Some of the smaller modules in our codebase have been implemented quite well. For example, the Timer and Bencode modules have a very focused purpose and were discrete enough to be able to be doctested. We found that making use of recursion in the Bencode module prevented the complexity of its functions from becoming too high. The Timer modlue has many more features that what are being used in our project. It turned out to be too fully-featured and we could have done just as well with a stripped-back version of the same thing. We also had a good user-interface that clearly displays the current routing table. Our protocol module contains functions and classes that deal with preparing data for transmission, this includes a checksum that ensures that the data arrives intact or not at all.

The overall system design could be improved. We rewrote some modules several times in order to get it to feel as though it would be easy to work with. If we were to improve upon the current design, we could add more features, such as accepting keyboard commands while the router is running, etc. We would also spend more time planning the project and understanding the exact steps required to implement the specification.

### 1.3 Event Processing

Our entire program is based around a main loop that waits for incoming packets and if it doesn't receive any, it will do other things, such as updating the timers, updating the routing table, rendering the screen, etc. We use lists to ensure that our incoming packets are serviced in the order in which they arrive. When packets are processed, they may trigger updates to the routers neighbors. These updates are serviced after the periodic updates have finished being received. Once these updates have been sent to its neighbors, the router simply waits for more information to arrive.

In order to ensure the atomicity of events in our program we have made use of timer-driven functions and their timers in such a way that they do not interrupt other events. Our entire program is single-threaded so we don't need to worry about interruptions from other parts of the program.

### 1.4 Testing

Many of the smaller functions in the project were discrete enough that we could use doctests on them although we found that as the project grew, the complex dependencies between the objects also grew. Once many functions in a module were working well and passing doctests, we were also able to test the module as a whole, by using many functions together and testing them. This led to us discovering that some of our functions weren't returning the correct values or weren't accepting the right parameters, etc. After getting an entire module working properly, we focussed on combining several modules together in a new module and testing that. Because of the amount of things we needed to test we didn't bother with writing any test cases. This was perhaps a poor decision in terms of testing.

Eventually we had most of the program working and had to create test configuration files for the router program to use. We found this process to be very tedious and so, wrote a program to generate these files for us. Our testing became much easier after this as we didn't have to manually write these configuration files.

## 2 Appendices

### 2.1 Source Code

#### 2.1.1 src/__main__.py

```
#!/usr/bin/python3

"""

    __main__.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

import sys
import os.path

import server
import config


def print_usage():
    """
        Prints the usage of the program.
    """
    print("usage: {0} <config_filename>".format(sys.argv[0]))


def print_filename_error(filename):
    """
        Prints a filename error.
    """
    print("Error: {0} doesn't exist.".format(filename))


def print_config_error():
    """
        Prints a configuration file error.
    """
    print("Error: Couldn't read the configuration file.")


def main():
    """
        The main entry point to the program.
    """

    if len(sys.argv) != 2:
        print_usage()
        return -1

    filename = sys.argv[1]
    file = None
    conf = None

    # accepts config from stdin
    if filename == '--':
        file = sys.stdin

    # or from a file
    else:
        if not os.path.exists(filename):
            print_filename_error(filename)
            return -1
        else:
            file = open(filename, "r")

    try:
        print("Reading configuration file... ", end='')
        conf = config.Config()
        conf.parse_file(file)
        print("done!")

    except:
        print_config_error()
        return -1

    try:
        print("Starting RIP router #" + str(conf.router_id))
        s = server.Server(conf)
        s.start()

    # Ignore KeyboardInterrupts
    except KeyboardInterrupt:
        pass

    # Re-raise other exceptions
    except Exception as err:
        raise err


if __name__ == "__main__":
    main()
```

../src/__main__.py

### 2.1.2 src/bencode.py

```
#!/usr/bin/python3
"""

    generate_network.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

    A bencoding implementation based on the official specification (https
    ://wiki.theory.org/index.php/BitTorrentSpecification#Bencoding)

"""


def bencode(value):
    """
    Test Integer Encoding:
    >>> bencode(42)
    'i42e'
    >>> bencode(0)
    'i0e'
    >>> bencode(-42)
    'i-42e'

    Test String Encoding:
    >>> bencode("spam")
    '4:spam'
    >>> bencode("i")
    '1:i'
    >>> bencode("")
    '0:'
    >>> bencode("COSC364 is the greatest course evarrrr!")
    '39:COSC364 is the greatest course evarrrr!'

    Test List Encoding:
    >>> bencode(["spam", 42])
    'l4:spami42ee'

    Test Dictionary Encoding:
    >>> bencode({"bar": "spam", "foo": 42})
    'd3:bar4:spam3:fooi42ee'

    """

    # integer encoding
    if type(value) is int:
        return "i" + str(value) + "e"
    # string encoding
    if type(value) is str:
        return str(len(value)) + ":" + value

    # list encoding
    if type(value) is list:
        return "l" + "".join(map(bencode, value)) + "e"

    # dictionary encoding
    if type(value) is dict:
        # TODO: keys should be in alphabetical order
        # TODO: check that the key is a string
        return "d" + "".join([bencode(k) + bencode(v) for k, v in value.
    items()]) + "e"

    raise ValueError(str(type(value)) +
                     " must be one of int, str, list or dict")


def bdecode(string, returnLength=False):
    """
    >>> bdecode("i42e")
    42
    >>> bdecode("i0e")
    0
    >>> bdecode("i-42e")
    -42

    >>> bdecode("i42e", True)
    (42, 4)
    >>> bdecode("i0e", True)
    (0, 3)
    >>> bdecode("i-42e", True)
    (-42, 5)

    >>> bdecode("4:spam")
    'spam'
    >>> bdecode("1:i")
    'i'
    >>> bdecode("0:")
    ''
    >>> bdecode("39:COSC364 is the greatest course evarrrr!")
    'COSC364 is the greatest course evarrrr!'

    >>> bdecode("4:spam", True)
    ('spam', 6)
    >>> bdecode("1:i", True)
    ('i', 3)
    >>> bdecode("0:", True)
    ('', 2)
    >>> bdecode("39:COSC364 is the greatest course evarrrr!", True)
    ('COSC364 is the greatest course evarrrr!', 42)
```

```python
    >>> bdecode("l4:spami42ee")
    ['spam', 42]
    >>> bdecode("l4:spami42el9:more spami-42eee")
    ['spam', 42, ['more spam', -42]]

    >>> bdecode("l4:spami42ee", True)
    (['spam', 42], 12)
    >>> bdecode("l4:spami42el9:more spami-42eee", True)
    (['spam', 42, ['more spam', -42]], 30)

    >>> bdecode("d3:bar4:spam3:fooi42ee")
    {'bar': 'spam', 'foo': 42}
    >>> bdecode("d3:bar4:spam3:fooi42e4:listl4:spami42el9:more spami-42eeee
")
    {'bar': 'spam', 'foo': 42, 'list': ['spam', 42, ['more spam', -42]]}

    >>> bdecode("d3:bar4:spam3:fooi42ee", True)
    ({'bar': 'spam', 'foo': 42}, 22)
    >>> bdecode("d3:bar4:spam3:fooi42e4:listl4:spami42el9:more spami-42eeee
", True)
    ({'bar': 'spam', 'foo': 42, 'list': ['spam', 42, ['more spam', -42]]},
58)

    """

    value = None
    length = 0

    # integer decoding
    if string[0] == 'i':

        # get the end of the integer string
        end = string.find('e')
        if end == -1:
            raise ValueError(string[0:10] + "... is not a bencoded integer"
)

        # get the integer from the string (this may throw a ValueError)
        value = int(string[1:end])

        # update the length to account for the entire integer string
        length = end + 1

    # string decoding
    elif string[0].isnumeric():

        # get the end of the string length
        length_end = string.find(':')
        if length_end == -1:
            raise ValueError(string[0:10] + "... is not a bencoded string")

        # get the string length as an integer
        str_length = int(string[0:length_end])

        # get the actual string
        value = string[length_end + 1:length_end + 1 + str_length]

        # update the length to be the length of the string including the string length
        length = length_end + 1 + str_length

    # list decoding
    elif string[0] == 'l':

        # set the offset to 1 to account for the starting 'l'
        offset = 1
        value = []

        while string[offset] != 'e':

            # decode the inner value
            inner_value, inner_length = bdecode(string[offset:], True)
            offset += inner_length

            # update the list
            value.append(inner_value)

        # update the length to account for the closing 'e'
        length = offset + 1

    # dictionary decoding
    elif string[0] == 'd':

        # set the offset to 1 to account for the starting 'd'
        offset = 1

        # in Python >= 3.6, the dictionary implementation remembers the
        # insertion order
        value = {}

        while string[offset] != 'e':

            # decode the key
            inner_key, inner_length = bdecode(string[offset:], True)
            offset += inner_length
            # TODO: inner_key should be a string

            # decode the value
            inner_value, inner_length = bdecode(string[offset:], True)
            offset += inner_length

            # update the dictionary
            value[inner_key] = inner_value

        # TODO: validate that the keys are in alphabetical order
        # update the length to account for the closing 'e'
        length = offset + 1

    # return the length as well if requested
    if returnLength:
        return value, length
    else:
        return value


if __name__ == "__main__":
    import doctest
    doctest.testmod()
```

../src/bencode.py

### 2.1.3 src/config.py

```
#!/usr/bin/python3

"""

    config.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

import configparser
import os
import random


class Config:

    """
        Config class used for abstracting the stored config
    """

    def __init__(self):
        self.router_id = 0
        self.input_ports = []
        self.output_ports = []
        self.periodic_update = 0
    def parse_file(self, file):
        c = read_config_file(file)
        self.router_id = c["routerId"]
        self.input_ports = c["inputPorts"]
        self.output_ports = [
            OutputPort(o["outputPort"], o["cost"], o["routerId"]) for o in c["outputPorts"]
        ]
        self.periodic_update = c["periodicUpdate"]

    def __str__(self):
        return "Config <id={0}, input_ports={1}, output_ports={2}, periodic_update={3:.3}s>".format(self.router_id, self.input_ports, self.output_ports, self.periodic_update)

    def __repr__(self):
        return self.__str__()


class OutputPort:
    def __init__(self, port, cost, id):
        self.router_id = id
        self.port = port
        self.cost = cost

    def __str__(self):
        return "OutputPort <id={0}, port={1}, cost={2}>".format(self.router_id, self.port, self.cost)

    def __repr__(self):
        return self.__str__()


def read_config_file(file):
    """
        Parses a given file and returns a dict containing the routerID, input ports
        and output ports with their cost and next hop
    """
    #Create an instance of configparser object
    config = configparser.ConfigParser()
    config.read_file(file)
    # dict declartion
    router = {}
    # Reading in each section of the config
    routerId = (config.get('DEFAULT', 'router-id'))
    inputPorts = (config.get('DEFAULT', 'input-ports'))
    outputPorts = (config.get('DEFAULT', 'output-ports'))
    # Checks config file for periodic timer override or defaults to standard
    periodicUpdate = config.get("DEFAULT", "periodic-update", fallback=3.0)

    # Validating all parameters
    router["routerId"] = check_router_id(routerId)
    router["inputPorts"] = check_input_ports(inputPorts)
    router["outputPorts"] = check_output_ports(router, outputPorts)
    router["periodicUpdate"] = check_periodic_update(periodicUpdate)

    return router


def check_periodic_update(periodicUpdate):
    """
        Reduces the chance of collisons and other nasties by implementing a
     random wait to the periodicUpdate
    """
    return periodicUpdate + (random.random() * 2 - 1)


def check_router_id(routerId):
    """
        Takes a routerID string from the config and checks it
        Returns it back as an int if its valid
    """
    try:
        routerId = int(routerId)
    except:
        raise TypeError("RouterID must be an integer")
    if (routerId > 64000 or routerId < 1):
        raise ValueError("RouterID must be between 1 and 64000")
    return routerId


def check_input_ports(inputPorts):
    """
        Takes a string of inputports from the config
        Validates and then returns them as a list
    """
    try:
        inputPorts = [int(port.strip()) for port in inputPorts.split(',')]
    except:
        raise TypeError("Input ports should be comma seperated ints")
    for port in inputPorts:
        if (port > 64000 or port < 1024):
            raise ValueError("Port should be between 1024 and 64000")
    if len(inputPorts) != len(set(inputPorts)):
        raise ValueError("Ports should be unique")
    return inputPorts


def check_output_ports(router, outputPorts):

    """
        Takes an incomplete router dict containing a routerID and input
    ports
        Tests the routerID and input ports against a list of outputPorts
        Returns a list of outputPorts if they are all valid.

    """
    outportPortList = []
    try:
        outputPorts = [port.strip() for port in outputPorts.split(',')]
    except:
        raise TypeError(
            "Outport ports should be comma seperated in the form PORT-COST-
    ID")
    for output in outputPorts:
        config = {}
        output = output.split('-')
        output = [int(i) for i in output]
        config["cost"] = output[1]

        if (output[0] > 64000 or output[0] < 1024):
            raise ValueError("Port should be between 1024 and 64000")
        if output[2] == router["routerId"]:
            raise ValueError("Output port routerID matches own routerID")
        if any(d.get('routerId', None) == output[2] for d in
    outportPortList):
            raise ValueError("RouterID already exists in output list")
        config["routerId"] = output[2]
        if output[0] in router["inputPorts"]:
            raise ValueError("Outport port is shared with an input port")
        if any(d.get('outputPort', None) == output[0] for d in
    outportPortList):
            raise ValueError("OutputPort already in use")
        config["outputPort"] = output[0]
        outportPortList.append(config)

    return outportPortList

def open_config_file(filePath):
    """
        Takes a filepath as argument, validates it and returns a Config
    object
    """
    file = open(filePath, 'r')
    if file.mode == 'r':
        config = Config()
        config.parse_file(file)
    else:
        print("Error opening file")
    return config
```

../src/config.py

### 2.1.4 src/protocol.py

```
#/usr/bin/python3
```

```

"""

    protocol.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

import bencode
import binascii

__encoding = "utf-8"


def encode(data):
    """
        Encodes the raw data, including a checksum.
    """
    body = bencode.bencode(data).encode(__encoding)
    crc = binascii.crc32(body)
    return crc.to_bytes(4, "big") + body


def decode(data):
    """
        Decodes raw data, checks the validity and returns the dictionary
    containing the data.
        Returns None if the data is invalid.
    """
    try:
        # get the CRC32 code
        crc = int.from_bytes(data[:4], "big")

        # get the body
        body = data[4:]

        # return None if the checksum is incorrect
        if crc != binascii.crc32(body):
            return None

        # return the decoded data if the checksum is correct
        else:
            return bencode.bdecode(body.decode(__encoding))
    except:
        return None
```

```
class Packet:
    """
        A Packet is used to send and receive updates from other RIP routers
    .
    """

    def __init__(self, link_cost = -1, routes = [], triggered=0):
        """
            Creates a new Packet.
        """
        self.link_cost = link_cost
        self.routes = routes
        self.triggered = triggered

    def from_data(self, data):
        """
            Sets the packet information from some raw data.
            Returns True if successful.
        """
        d = decode(data)

        if d is not None:
            self.link_cost = d["link-cost"]
            self.routes = d["routes"]
            self.triggered = d["triggered"]
            return True
        else:
            return False

    def to_data(self):
        """
            Returns the raw data to be sent.
        """
        return encode({
            "link-cost": self.link_cost,
            "routes": self.routes,
            "triggered": self.triggered
        })
```

../src/protocol.py

### 2.1.5 src/routing_table_entry.py

```
#!/usr/bin/python3

"""

    routing_table_entry.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

class RoutingTableEntry:
    """
    A RoutingTableEntry represents a RIP entry that resides in the routing
    table
    """

    def __init__(self, destination, nextHop, cost):
        self.destination = destination
        self.nextHop = nextHop
        self.cost = cost
        self.age = 0.0
        self.garbage = False

    def __str__(self):
        return "RouteTableEntry <destination={0}, nextHop={1}, cost={2},
    age={3}, garbage={4}>".format(self.destination, self.nextHop, self.cost
    , round(self.age, 2), self.garbage)

    def __repr__(self):
        return self.__str__()
```

../src/routing_table_entry.py

### 2.1.6 src/routing_table.py

```
#!/usr/bin/python3

"""

    routing_table.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""


import os
from routing_table_entry import RoutingTableEntry
import config
```

```

class RoutingTable:
    """
        The RoutingTable represents the list of RoutingTableEntries for a
    router.
    """

    def __init__(self, config):
        """
            Creates a new RoutingTable based on the Config.
        """
        self.__routes = []
        self.routerID = config.router_id

    def add_entry(self, destination, nextHop, totalCost):
        """
            Adds a new RoutingTableEntry to the RoutingTable.
        """
        route = RoutingTableEntry(destination, nextHop, totalCost)
        self.__routes.append(route)

    def set_garbage(self, routerID, isGarbage):
        """
            Sets the garbage flag of the entry.
        """
        index = self.get_index(routerID)
        self.__routes[index].garbage = isGarbage
        self.reset_age(routerID)
        if isGarbage:
            self.set_cost(routerID, 16)

    def reset_age(self, routerID):
        """
            Resets the age of the entry to 0.
        """
        index = self.get_index(routerID)
        self.__routes[index].age = 0.0

    def increment_age(self, time):
        """
            Increments the age of all entries in the RoutingTable.
        """
        for entry in self.__routes:
            if entry.destination != self.routerID:
                entry.age += time

    def delete_entry(self, routerID):
        """
            Deletes an entry with the specific routerID from the
    RoutingTable.
        """
        index = self.get_index(routerID)
```

```
            del self.__routes[index]

    def get_index(self, routerID):
        """
            Gets the index of the entry with the routerID. Returns -1 if
not found.
        """
        for i, route in enumerate(self.__routes):
            if route.destination == routerID:
                return i
        return -1  # Not found

    def set_cost(self, routerID, cost):
        """
            Sets the cost of the entry.
        """
        index = self.get_index(routerID)
        self.__routes[index].cost = cost

    def set_next_hop(self, routerID, nextHop):
        """
            Sets the next hop of the entry.
        """
        index = self.get_index(routerID)
        self.__routes[index].nextHop = nextHop

    def update(self, triggered_update_callback):
        """
            Performs house-keeping on the entries.
            The `triggered_update_callback` is for performing triggered
updates.
        """
        remove_routes = []
        triggered_routes = []

        for route in self.__routes:
            if route.age > 10 and not route.garbage:
                self.set_garbage(route.destination, True)
                triggered_routes.append(route)

            if route.age > 20 and route.garbage:
                remove_routes.append(route)

        if len(triggered_routes) != 0:
            triggered_update_callback(triggered_routes)

        for route in remove_routes:
            self.__routes.remove(route)

    def __getitem__(self, routerId):
        """
            Gets the entry with the given routerId.
        """
        index = self.get_index(routerId)
        if index != -1:
            return self.__routes[index]
        return None

    def __iter__(self):
        """
            Returns the iterator of the routes.
        """
        return iter(self.__routes)

    def __len__(self):
        """
            Returns the number of routes this RoutingTable has.
        """
        return len(self.__routes)

    def __str__(self):
        """
            Returns a human-readable RoutingTable that can be printed to the terminal.
        """
        s = [
            "+------------+------------+------------+------------+------------+",
            "| Dest.      | Next Hop   | Total Cost | Age        | Garbage?   |",
            "+------------+------------+------------+------------+------------+"
        ]
        for route in self.__routes:
            s.append("| {0:<10} | {1:<10} | {2:<10} | {3:<10} | {4:<10} |".format(
                route.destination, route.nextHop, route.cost, round(route.age, 2), route.garbage))
        s.append("+------------+------------+------------+------------+------------+")
        return os.linesep.join(s)


# runs a simple test
if __name__ == "__main__":
    current_directory = os.path.dirname(__file__)
    parent_directory = os.path.split(current_directory)[0]
    file_path = os.path.join(parent_directory, 'configs/good/01.conf')
    config = config.open_config_file(file_path)
    r = RoutingTable(config)
    print(r)
```

../src/routing_table.py

### 2.1.7 src/server.py

```
#!/usr/bin/python3

"""

    server.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

import socket
import select
import time

import timer
import routing_table
import routing_table_entry
import protocol
import utils
import bencode


def create_input_socket(port, host='localhost'):
    """
        Creates a new UDP socket.
    """
    sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
    sock.bind((host, port))
    return sock


class Server:

    def __init__(self, config):
        """
            Creates a new server with a configuration.
        """
        self.rt = routing_table.RoutingTable(config)
        self.config = config
        self.input_ports = []
        self.periodic_timer = None
        self.loglines = []

    def print_display(self):
        """
            Displays useful information for the user.
        """

        # clear the screen
        utils.clear_terminal()

        # print info about this router
        print("RIP Router #" + str(self.config.router_id))
        print("Uptime: {0} seconds".format(
            round(self.periodic_timer.getElapsed())))

        # print the routing table
        print(self.rt)

        # print other info
        print("Press Ctrl+C to quit")

    def process_periodic_update(self, dt):
        """
            Called when the periodic timer is triggered.
        """
        # send destination, next hop and total cost of each routing entry to each input port
        sock = self.input_ports[0]

        for output_port in self.config.output_ports:

            # add self to the routes
            routes = [{
                    "destination": self.config.router_id,
                    "cost": 0,
                    "next-hop": self.config.router_id
                }]

            if len(self.rt) == 0:
                self.log("advertising self to " + str(output_port.router_id))

            for route in self.rt:

                cost = route.cost
                destination = route.destination

                # poison reverse
                if self.rt[destination].nextHop == output_port.router_id: # and destination != output_port.router_id:
                    cost = 16

                if self.rt[destination].garbage:
                    cost = 16

                routes.append({
                    "destination": destination,
                    "cost": cost,
                    "next-hop": self.config.router_id
                })

            packet = protocol.Packet(output_port.cost, routes)
            sock.sendto(packet.to_data(), ('localhost', output_port.port))

    def log(self, message):
        """
            Writes to the information log (for a maximum of 10 lines).
        """
        self.loglines.append(message)
        while len(self.loglines) > 10:
            self.loglines = self.loglines[1:]

    def process_incoming_data(self, addr, data):
        """
            Called when incoming data is received. The data returned from
    this function is sent back through the socket. If None is returned,
    nothing will be sent.
        """

        triggered_updates = []
        packet = protocol.Packet()

        if not packet.from_data(data):
            self.log("invalid packet hash")
            return

        if packet.triggered:
            self.log("got a triggered updates from " + str(packet.routes
    [0]["next-hop"]))

        for route in packet.routes:

            route_destination = route["destination"]
            route_cost = route["cost"]
            route_next_hop = route["next-hop"]

            destination_entry = self.rt[route_destination]
            # next_hop_entry = self.rt[route_next_hop]

            is_destination_in_table = destination_entry is not None
            # is_next_hop_in_table = next_hop_entry is not None

            is_destination_unreachable = route_cost >= 16
            # is_next_hop_unreachable = packet.link_cost >= 16

            # is_destination_a_neighbor = route_next_hop ==
    route_destination

            total_destination_cost = route_cost + packet.link_cost

            if route_destination == self.config.router_id:
                continue

            if not is_destination_in_table and not is_destination_unreachable:

                # put the destination in the table
                self.rt.add_entry(route_destination, route_next_hop, total_destination_cost)
                self.log("added new router " + str(route_destination) + " via " + str(route_next_hop) + " with a cost of " + str(total_destination_cost))

            elif is_destination_in_table:

                is_destination_garbage = destination_entry.garbage
                # Flood triggered update. If we are using that route then also begin garbage collection.
                if packet.triggered and not is_destination_garbage:
                    self.rt.set_garbage(route_destination, True)
                    triggered_updates.append(destination_entry)
                    self.log("marked " + str(route_destination) + " as garbage")


                if total_destination_cost < destination_entry.cost:

                    # if not is_destination_garbage:
                    # update the cost and the hop in the table
                    self.rt.set_cost(route_destination, total_destination_cost)
                    self.rt.set_garbage(route_destination, False)
                    self.rt.set_next_hop(route_destination, route_next_hop)
                    self.log("found new route to " + str(route_destination) + " via " + str(route_next_hop) + " with a cost of " + str(total_destination_cost))

                elif route_next_hop == destination_entry.nextHop:

                    if not is_destination_unreachable and not is_destination_garbage:
                        # keep alive
                        self.rt.reset_age(route_destination)

                    elif not is_destination_garbage:
                        # mark as garbage
                        # trigger update
                        self.rt.set_garbage(route_destination, True)
                        triggered_updates.append(destination_entry)
                        self.log("marked " + str(route_destination) + " as garbage")

        if len(triggered_updates) > 0:
            self.process_triggered_updates(triggered_updates)
        return None

    def process_triggered_updates(self, routes):
        """
            Processes the triggered updates.
        """
        sock = self.input_ports[0]
        for output_port in self.config.output_ports:

            packet_routes = [{
                    "destination": route.destination,
                    "cost": 16,
                    "next-hop": route.nextHop
                } for route in routes]

            self.log("sending triggered updates to " + str(output_port.
    router_id))
            p = protocol.Packet(output_port.cost, packet_routes, 1)
            sock.sendto(p.to_data(), ('localhost', output_port.port))

    def start(self):
        """
            Starts the server.
        """

        # set up the input ports
        self.input_ports = list(
            map(create_input_socket, self.config.input_ports))

        # start the periodic timer
        self.periodic_timer = timer.Timer(
            self.config.periodic_update, self.process_periodic_update)
        self.periodic_timer.start()
        self.periodic_timer.trigger()

        # only block for half a second at a time
        blocking_time =1.0

        loop_time = time.time()

        while self.input_ports:
            readable, _writable, exceptional = select.select(
                self.input_ports, [], self.input_ports, blocking_time)

            # increment the age
            dt = time.time() - loop_time
            self.rt.increment_age(dt)

            # redisplay the screen
            self.print_display()

            # update the timer, may call process_periodic_update
```

```
                self.periodic_timer.update()

                # may call process_triggered_updates
                self.rt.update(self.process_triggered_updates)

                # display the information log
                print("")
                print("Information Log:")
                for line in self.loglines:
                    print(" ", line)

                # iterate through all sockets that have data waiting on them
                for sock in readable:
                    data, addr = sock.recvfrom(4096)
                    resp = self.process_incoming_data(addr, data)

                    if resp is not None:
                        sock.sendto(resp, addr)

                # removes a socket from the input list if it raised an error
                for sock in exceptional:
                    if sock in self.input_ports:
                        self.input_ports.remove(sock)
                        sock.close()
                    raise Exception("A socket raised an error")

                # update the loop time
                loop_time = time.time()

# some tests:
if __name__ == "__main__":
    import config

    c = config.Config()
    c.router_id = 11
    c.input_ports = [
        12345,
        12346,
        12347
    ]
    c.output_ports = [
        config.OutputPort(22345, 1, 12),
        config.OutputPort(22346, 1, 13)
    ]

    s = Server(c)
    s.start()
```

../src/server.py

### 2.1.8 src/timer.py

```
#!/usr/bin/python3
"""

    timer.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)
"""

import time

class Timer:

    def __init__(self, period, callback):
        """
            Creates a new Timer with a period and a callback.
        """
        self.__period = period
        self.__callback = callback
        self.__started = False
        self.__startedTime = 0
        self.__paused = False
        self.__pausedTime = 0
        self.__updateTime = 0

    def start(self):
        """
            Starts the timer.
        """
        if not self.__started:
            t = time.time()
            self.__started = True
            self.__startedTime = t
            self.__paused = False
            self.__pausedTime = 0
            self.__updateTime = t

    def stop(self):
        """
            Stops the timer.
        """
        if self.__started:
            self.__started = False
            self.__startedTime = 0
            self.__paused = False
            self.__pausedTime = 0
            self.__updateTime = 0

    def reset(self):
        """
            Resets the timer.
        """
        if self.__started:
            self.stop()
            self.start()

    def pause(self):
        """
            Pauses the timer.
        """
        if self.__started and not self.__paused:
            self.__paused = True
            self.__pausedTime = time.time() - self.__startedTime
            self.__startedTime = 0

    def resume(self):
        """
            Resumes the timer.
        """
        if self.__started and self.__paused:
            self.__startedTime = time.time() - self.__pausedTime
            self.__paused = False
            self.__pausedTime = 0

    def update(self):
        """
            Updates the timer. May call its callback.
        """
        if self.__started and not self.__paused:
            t = time.time()
            dt = t - self.__updateTime
            if dt > self.__period:
                self.__updateTime = t
                self.__callback(dt)

    def trigger(self):
        """
            Forcefully call the callback.
        """
        if self.__started and not self.__paused:
            t = time.time()
            dt = t - self.__updateTime
            self.__updateTime = t
            self.__callback(dt)

    def getElapsed(self):
        """
            Returns the time elapsed in seconds.
        """
        if self.__started:
            if self.__paused:
                return self.__pausedTime
            else:
                return time.time() - self.__startedTime
        return 0.0

    def isStarted(self):
        """
            Returns True if the timer has been started.

        >>> t = Timer(10, None)
        >>> t.isStarted()
        False
        >>> t.start()
        >>> t.isStarted()
        True
        >>> t.stop()
        >>> t.isStarted()
        False
        """
        return self.__started

    def isPaused(self):
        """
            Returns True if the timer has been paused.

        >>> t = Timer(10, None)
        >>> t.isPaused()
        False
        >>> t.start()
        >>> t.isPaused()
        False
        >>> t.pause()
        >>> t.isPaused()
        True
        >>> t.resume()
        >>> t.isPaused()
        False
        >>> t.stop()
        >>> t.isPaused()
        False
        >>> t.start()
        >>> t.pause()
        >>> t.isPaused()
        True
        >>> t.stop()
        >>> t.isPaused()
        False
        """
        return self.__paused and self.__started

    def __str__(self):
        """
            Returns a string representation of the timer.
        """
        return "Timer <period={0:.3}s, started={1}, paused={2}, elapsed
    ={3:.3}s>".format(self.__period, self.__started, self.__paused, self.
    getElapsed())

    def __repr__(self):
        """
            Returns a string representation of the timer.
        """
        return self.__str__()

# run doctests
if __name__ == "__main__":
    import doctest
    doctest.testmod()
```

../src/timer.py

### 2.1.9 src/utils.py

```
#!/usr/bin/python3

"""

    utils.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

import os

def clear_terminal():
    """
        Clears the terminal based on the type of operating system.
    """

    # the terminal clear command for linux
    if os.name == "posix":
        os.system("clear")

    # the console cls command for windows
    elif os.name == "nt":
        os.system("cls")
    # otherwise, just print 25 newlines
    else:
        for _ in range(25):
            print("")
```

../src/utils.py

## 2.2 Configuration Files

### 2.2.1 configs/networks/figure1/1.conf

```
; configs/networks/figure1/1.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 1
input-ports = 55501, 55503, 55505
output-ports = 55500-1-2, 55502-5-6, 55504-8-7
```

../configs/networks/figure1/1.conf

### 2.2.2 configs/networks/figure1/2.conf

```
; configs/networks/figure1/2.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 2
input-ports = 55500, 55507
output-ports = 55501-1-1, 55506-3-3
```

../configs/networks/figure1/2.conf

### 2.2.3 configs/networks/figure1/3.conf

```
; configs/networks/figure1/3.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 3
input-ports = 55506, 55509
output-ports = 55507-3-2, 55508-4-4
```

../configs/networks/figure1/3.conf

### 2.2.4 configs/networks/figure1/4.conf

```
; configs/networks/figure1/4.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 4
input-ports = 55508, 55511, 55513
output-ports = 55509-4-3, 55510-2-5, 55512-6-7
```

../configs/networks/figure1/4.conf

### 2.2.5 configs/networks/figure1/5.conf

```
; configs/networks/figure1/5.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 5
input-ports = 55510, 55515
output-ports = 55511-2-4, 55514-1-6
```

../configs/networks/figure1/5.conf

### 2.2.6 configs/networks/figure1/6.conf

```
; configs/networks/figure1/6.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 6
input-ports = 55502, 55514
output-ports = 55503-5-1, 55515-1-5
```

../configs/networks/figure1/6.conf

### 2.2.7 configs/networks/figure1/7.conf

```
; configs/networks/figure1/7.conf
; created with tools/generate_network.py

[DEFAULT]
router-id = 7
input-ports = 55504, 55512
output-ports = 55505-8-1, 55513-6-4
```

../configs/networks/figure1/7.conf

## 2.3 Other Files

### 2.3.1 tools/generate_network.py

The following file will interactively prompt the user for information about a network. It will then create all the necessary configuration files for the network to run.

```
#!/usr/bin/python3

"""

    generate_network.py

    COSC364 RIP Assignment

    Date: 02/05/2019

    Written by:
     - Will Cowper (81163265)
     - Jesse Sheehan (53366509)

"""

import os
import sys


def get_network_name():
    network_name = None
    while network_name is None:
        try:
            network_name = input("Enter network name: ")
            network_name = network_name.strip()
            if not network_name.isalnum():
                print("Network name must be alpha-numeric")
                network_name = None
        except:
            print("ASD")
            return None
    return network_name


def get_router_ids():
    router_ids = []
    while len(router_ids) == 0:
        try:
            line = input("Enter router ids seperated by spaces: ")
            router_ids = [id for id in line.strip().split(" ")]
            is_valid = True
            for id in router_ids:
                if not id.isalnum():
                    is_valid = False
                    break
            if not is_valid:
                print("All ids must be alpha-numeric")
                router_ids = None
        except:
            return None
    return router_ids


def get_link_cost(fromId, toId):
    link_cost = None
    while link_cost is None:
        try:
            line = input("Enter link cost between routers '" +
                         str(fromId) + "' and '" + str(toId) + "': ")
            line = line.strip()
            if not line.isnumeric() or int(line) < 0:
                print("Link cost must be a positive integer (or 0 for
    infinity)")
            else:
                link_cost = int(line)
        except Exception as e:
            print(e)
            return None
    return link_cost


def main():
    network_name = get_network_name()
    if network_name is None:
        return

    router_ids = get_router_ids()
    if router_ids is None:
        return

    configs = {}
    port_number_max = 55500
    for index, fromId in enumerate(router_ids):
        for toId in router_ids[index + 1:]:
            link_cost = get_link_cost(fromId, toId)
            if link_cost is None:
                return

            if link_cost == 0:
                continue

            to_port_number = port_number_max
            port_number_max += 1
            from_port_number = port_number_max
            port_number_max += 1

            if fromId not in configs:
                configs[fromId] = {"output-ports": [],
                                    "input-ports": [], "router-id": fromId}
            configs[fromId]["output-ports"].append(
                (to_port_number, link_cost, toId))
            configs[fromId]["input-ports"].append(from_port_number)

            if toId not in configs:
                configs[toId] = {"output-ports": [],
                                 "input-ports": [], "router-id": toId}
            configs[toId]["output-ports"].append(
                (from_port_number, link_cost, fromId))
            configs[toId]["input-ports"].append(to_port_number)

    # assign port numbers
    root_path = os.path.join("configs", "networks", network_name)
    if not os.path.exists(root_path):
        os.mkdir(root_path)
        print("Created directory", root_path)

    for key in configs:
        config = configs[key]
        filename = os.path.join(root_path, config["router-id"] + ".conf")
        with open(filename, "w") as f:
            f.write("; " + filename + "\n")
            f.write("; created with tools/generate_network.py\n")
            f.write("\n")
            f.write("[DEFAULT]\n")
            f.write("router-id = " + str(config["router-id"]) + "\n")
            f.write("input-ports = " + ", ".join([str(x)
                                                      for x in config["input-
    ports"]]) + "\n")
            f.write("output-ports = " + ", ".join([str(x[0]) + "-" + str(x
    [1]) + "-" + str(x[2])
                                                       for x in config["output-
    ports"]]) + "\n")
            f.write("\n")
            print("Created", filename)

    # print("Creating ", network_name, "with", configs)


if __name__ == "__main__":
    main()
```

../tools/generate_network.py