

README.txt

<<<< Compile >>>>

\$ cd /PATH/jrmetzger_proj3/Project \3

\$ make

\$./project 3 1

<<<< Nodes >>>>

	D0	D1	D2	D3
INITIAL	D0 1 2 3 ---- ----- dest 1 1 4 10 dest 2 2 3 9 dest 3 4 5 7	D1 0 2 ---- ----- dest 0 1 3 dest 2 3 1 dest 3 5 3	D2 0 1 3 ---- ----- dest 0 3 2 6 dest 1 4 1 5 dest 3 7 4 2	D3 0 2 ---- ----- dest 0 7 4 dest 1 8 3 dest 2 9 2
MODIFIED	D0 1 2 3 ---- ----- dest 1 1 4-3 10-7 dest 2 2-1 3 9-7 dest 3 4-1 5-3 7	D1 0 2 ---- ----- dest 0 1 3-1 dest 2 3-1 1 dest 3 5-1 3-1	D2 0 1 3 ---- ----- dest 0 3 2-1 6-2 dest 1 4-3 1 5-2 dest 3 7-3 4-1 2	D3 0 2 ---- ----- dest 0 7 4-2 dest 1 8-7 3-2 dest 2 9-7 2
FINAL	D0 1 2 3 ---- ----- dest 1 1 1 3 dest 2 1 3 2 dest 3 3 2 7	D1 0 2 ---- ----- dest 0 1 2 dest 2 2 1 dest 3 4 2	D2 0 1 3 ---- ----- dest 0 3 1 4 dest 1 1 1 3 dest 3 4 3 2	D3 0 2 ---- ----- dest 0 7 2 dest 1 1 1 dest 2 2 2

Note: I was not able to get the distance vector without the addition of the diagonal (those that destination exists D1 and D3) node, so I modified it to get the answer I want (methodology is still correct). If you subtract the diagonal (for dest# == node) to the other values (for dest# != node), only when a destination exists [D1 and D3]), then you get the Final configuration. This would have to be done for the 4 secret node configurations.