

# Protocol

- JOIN\_REQ: Request to join the network.
- JOIN\_RES: Response to a join request, containing predecessor, neighbor, and network information.
- TASK: A new Sudoku solving task.
- NEEDWORK: Request for more work from a predecessor node.
- SOLUTION\_FOUND: Broadcast when a Sudoku solution is found.
- UPDATE\_PREDECESSOR: Update predecessor information.
- UPDATE\_NEIGHBOR: Update neighbor information.
- UPDATE\_NETWORK: Update the list of nodes in the network.
- STOP: Signal to stop the node.
- HEARTBEAT : Method to record the last heartbeat of the neighbor
- STATS\_REQ: Method to send a request to all nodes in the network for their stats
- STATS\_RES: Response to `STATS\_REQ` that will update the stats before printing them.

