

Initial Distance Vector for Node 0

```

via
D0 | 1 2 3
----|-----
1 | 1 999 999
dest 2 | 999 3 999
3 | 999 999 7

```

Initial Distance Vector for Node 1

```

via
D1 | 0 2
----|-----
0 | 1 999
dest 2 | 999 1
3 | 999 999

```

Initial Distance Vector for Node 2

```

via
D2 | 0 1 3
----|-----
0 | 3 999 999
dest 1 | 999 1 999
3 | 999 999 2

```

Initial Distance Vector for Node 3

```

via
D3 | 0 2
----|-----
0 | 7 999
dest 1 | 999 999
2 | 999 2

```

MAIN: rcv event, t=0.000, at 1 src: 0, dest: 1, contents: 0 1 3 7

```

Updated Distance Vector for Node 1
via
D1 | 0 2
----|-----
0 | 1 999
dest 2 | 4 1
3 | 8 999

MAIN: rcv event, t=0.000, at 1 src: 2, dest: 1, contents: 3 1 0 2

Updated Distance Vector for Node 1
via
D1 | 0 2
----|-----
0 | 1 4
dest 2 | 4 1
3 | 8 3

MAIN: rcv event, t=0.000, at 0 src: 1, dest: 0, contents: 1 0 1 999

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1 | 1 999 999
dest 2 | 2 3 999
3 | 999 999 7

MAIN: rcv event, t=0.000, at 3 src: 0, dest: 3, contents: 0 1 3 7

Updated Distance Vector for Node 3
via
D3 | 0 2
----|-----
0 | 7 999
dest 1 | 8 999
2 | 10 2

```

```

MAIN: rcv event, t=0.000, at 0 src: 3, dest: 0, contents:  7 999  2  0

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1|   1  4 999
dest 2|   2  3  9
3| 999  5  7

MAIN: rcv event, t=0.000, at 0 src: 1, dest: 0, contents:  1  0  1  8

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1|   1  4 999
dest 2|   2  3  9
3|   9  5  7

MAIN: rcv event, t=0.000, at 2 src: 1, dest: 2, contents:  1  0  1 999

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0|   3  2 999
dest 1|   4  1 999
3| 10 999  2

MAIN: rcv event, t=0.000, at 1 src: 0, dest: 1, contents:  0  1  2  7

Updated Distance Vector for Node 1
via
D1 | 0 2
----|-----
0|   1  4
dest 2|   3  1
3|   8  3

MAIN: rcv event, t=0.000, at 0 src: 1, dest: 0, contents:  1  0  1  3

```

```

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1| 1 4 999
dest 2| 2 3 9
3| 4 5 7

MAIN: rcv event, t=0.000, at 3 src: 0, dest: 3, contents: 0 1 2 7

Updated Distance Vector for Node 3
via
D3 | 0 2
----|-----
0| 7 5
dest 1| 8 3
2| 9 2

MAIN: rcv event, t=0.000, at 2 src: 3, dest: 2, contents: 7 999 2 0

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0| 3 2 9
dest 1| 4 1 999
3| 10 999 2

MAIN: rcv event, t=0.000, at 0 src: 3, dest: 0, contents: 7 8 2 0

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1| 1 4 15
dest 2| 2 3 9
3| 4 5 7

MAIN: rcv event, t=0.000, at 1 src: 0, dest: 1, contents: 0 1 2 5

```

```

Updated Distance Vector for Node 1
via
D1 | 0 2
----|-----
0 | 1 4
dest 2 | 3 1
3 | 6 3

MAIN: rcv event, t=0.000, at 1 src: 2, dest: 1, contents: 2 1 0 2

Updated Distance Vector for Node 1
via
D1 | 0 2
----|-----
0 | 1 3
dest 2 | 3 1
3 | 6 3

MAIN: rcv event, t=0.000, at 2 src: 1, dest: 2, contents: 1 0 1 8

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 | 3 2 9
dest 1 | 4 1 999
3 | 10 9 2

MAIN: rcv event, t=0.000, at 3 src: 0, dest: 3, contents: 0 1 2 5

Updated Distance Vector for Node 3
via
D3 | 0 2
----|-----
0 | 7 5
dest 1 | 8 3
2 | 9 2

MAIN: rcv event, t=0.000, at 0 src: 3, dest: 0, contents: 5 3 2 0

```

```

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1 | 1 4 10
dest 2 | 2 3 9
3 | 4 5 7

MAIN: rcv event, t=0.000, at 2 src: 1, dest: 2, contents: 1 0 1 3

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 | 3 2 9
dest 1 | 4 1 999
3 | 10 4 2

MAIN: rcv event, t=0.000, at 1 src: 0, dest: 1, contents: 0 1 2 4

Updated Distance Vector for Node 1
via
D1 | 0 2
----|-----
0 | 1 3
dest 2 | 3 1
3 | 5 3

MAIN: rcv event, t=0.000, at 3 src: 2, dest: 3, contents: 2 1 0 2

Updated Distance Vector for Node 3
via
D3 | 0 2
----|-----
0 | 7 4
dest 1 | 8 3
2 | 9 2

MAIN: rcv event, t=0.000, at 0 src: 2, dest: 0, contents: 2 1 0 2

```

```

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1| 1 4 10
dest 2| 2 3 9
3| 4 5 7

MAIN: rcv event, t=0.000, at 2 src: 0, dest: 2, contents: 0 1 2 7

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0| 3 2 9
dest 1| 4 1 999
3| 10 4 2

MAIN: rcv event, t=0.000, at 3 src: 0, dest: 3, contents: 0 1 2 4

Updated Distance Vector for Node 3
via
D3 | 0 2
----|-----
0| 7 4
dest 1| 8 3
2| 9 2

MAIN: rcv event, t=0.000, at 0 src: 3, dest: 0, contents: 4 3 2 0

Updated Distance Vector for Node 0
via
D0 | 1 2 3
----|-----
1| 1 4 10
dest 2| 2 3 9
3| 4 5 7

MAIN: rcv event, t=0.000, at 2 src: 3, dest: 2, contents: 7 8 2 0

```

```

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 | 3 2 9
dest 1 | 4 1 10
3 | 10 4 2

MAIN: rcv event, t=0.000, at 2 src: 0, dest: 2, contents: 0 1 2 5

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 | 3 2 9
dest 1 | 4 1 10
3 | 8 4 2

MAIN: rcv event, t=0.000, at 2 src: 3, dest: 2, contents: 5 3 2 0

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 | 3 2 7
dest 1 | 4 1 5
3 | 8 4 2

MAIN: rcv event, t=0.000, at 2 src: 0, dest: 2, contents: 0 1 2 4

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 | 3 2 7
dest 1 | 4 1 5
3 | 7 4 2

MAIN: rcv event, t=0.000, at 2 src: 3, dest: 2, contents: 4 3 2 0

```

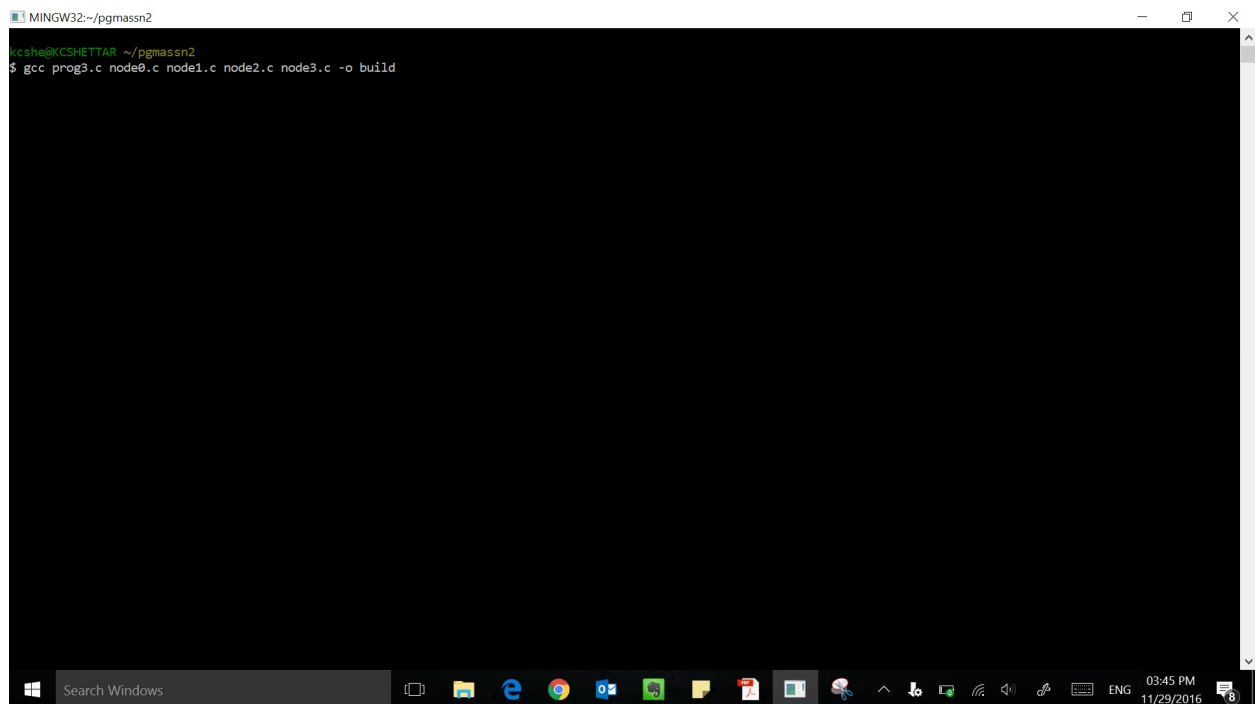

SCREENSHOT

```
MAIN: rcv event, t=0.000, at 2 src: 3, dest: 2, contents:  4  3  2  0

Updated Distance Vector for Node 2
via
D2 | 0 1 3
----|-----
0 |  3  2  6
dest 1 |  4  1  5
3 |  7  4  2

MAIN: rcv event, t=10000.000, at -1MAIN: rcv event, t=20000.000, at 0
Simulator terminated at t=20000.000000, no packets in medium

kcshe@KCSHETTAR ~/pgmassn2
$
```



The screenshot shows a Windows terminal window titled "MINGW32-~/pgmassn2". The prompt is "kcshe@KCSHETTAR ~/pgmassn2". The command entered is "\$ gcc prog3.c node0.c node1.c node2.c node3.c -o build". The terminal output is empty, indicating the compilation was successful. The Windows taskbar is visible at the bottom, showing the Start button, Search Windows, and several application icons. The system clock in the bottom right corner shows "03:45 PM 11/29/2016".

```
MINGW32-~/pgmassn2
kcshe@KCSHETTAR ~/pgmassn2
$ gcc prog3.c node0.c node1.c node2.c node3.c -o build
```

SCREENSHOT

