**Lab Practical #13:**

To develop network using distance vector routing protocol and link state routing protocol.

**Practical Assignment #13:**

1. **C/Java Program: Distance Vector Routing Algorithm using Bellman Ford's Algorithm.**

#include <stdio.h>

#define INF 999

int dist[50][50], temp[50][50], n;

void dvr() {

int i, j, k;

**// Floyd-Warshall algorithm**

for (k = 0; k < n; k++) {

for (i = 0; i < n; i++) {

for (j = 0; j < n; j++) {

if (dist[i][k] + dist[k][j] < dist[i][j]) {

dist[i][j] = dist[i][k] + dist[k][j];

temp[i][j] = temp[i][k];

}

}

}

}

**// Print routing table**

for (i = 0; i < n; i++) {

printf("\n\nState value for router %d is:\n", i + 1);

for (j = 0; j < n; j++) {

printf("Node %d via %d Distance %d\n", j + 1, temp[i][j] + 1, dist[i][j]);

}

}

printf("\n");

}

int main() {

int i, j, x;

printf("Enter the number of nodes: ");

scanf("%d", &n);

printf("Enter the distance matrix (use 999 for no link):\n");

for (i = 0; i < n; i++) {

for (j = 0; j < n; j++) {

scanf("%d", &dist[i][j]);

temp[i][j] = j;

}

}

**// Set diagonal elements to 0**

for (i = 0; i < n; i++)

dist[i][i] = 0;

**// First computation**

dvr();

**// Update cost**

printf("Enter i and j for cost update: ");

scanf("%d %d", &i, &j);

printf("Enter new cost: ");

scanf("%d", &x);

dist[i][j] = x;

printf("After update:\n");

dvr();

return 0;

}

**2. C/Java Program: Link state routing algorithm.**

#include <stdio.h>

#define INF 999

int n;

int cost[50][50];

**// Function to find shortest path from source to all other vertices**

void dijkstra(int source) {

int dist[50], visited[50], nextHop[50];

int i, j, count, minDist, u;

**// Initialization**

for (i = 0; i < n; i++) {

dist[i] = cost[source][i];

visited[i] = 0;

if (cost[source][i] != INF && source != i)

nextHop[i] = i; // direct path

else

nextHop[i] = -1; // no direct path

}

dist[source] = 0;

visited[source] = 1;

**// Dijkstra's Algorithm**

for (count = 1; count < n - 1; count++) {

minDist = INF;

u = -1;

for (i = 0; i < n; i++) {

if (!visited[i] && dist[i] < minDist) {

minDist = dist[i];

u = i;

}

}

if (u == -1) break; // No reachable vertex left

visited[u] = 1;

for (i = 0; i < n; i++) {

if (!visited[i] && dist[u] + cost[u][i] < dist[i]) {

dist[i] = dist[u] + cost[u][i];

nextHop[i] = nextHop[u];

}

}

}

**// Print routing table for this router**

printf("\nRouting Table for Router %d:\n", source + 1);

printf("Dest\tNextHop\tCost\n");

for (i = 0; i < n; i++) {

if (i != source) {

printf("%d\t", i + 1);

if (nextHop[i] != -1)

printf("%d\t", nextHop[i] + 1);

else

printf("-\t");

if (dist[i] != INF)

printf("%d\n", dist[i]);

else

printf("INF\n");

}

}

}

int main() {

int i, j;

printf("Enter number of routers: ");

scanf("%d", &n);

printf("Enter the cost adjacency matrix (use 999 for no link):\n");

for (i = 0; i < n; i++) {

for (j = 0; j < n; j++) {

scanf("%d", &cost[i][j]);

}

}

**// Run Dijkstra for each router**

for (i = 0; i < n; i++) {

dijkstra(i);

}

return 0;

}