**Team members:**

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**Things that are working:**

* All the Tapestry APIs for network join and routing have been successfully implemented as described in the paper - Tapestry: A Resilient Global-Scale Overlay for Service Deployment by Ben Y. Zhao, Ling

Huang, Jeremy Stribling, Sean C. Rhea, Anthony D. Joseph and John D. Kubiatowicz. Link to paper- <https://pdos.csail.mit.edu/~strib/docs/tapestry/tapestry_jsac03.pdf>

We have used a string as an object and were succesfully able to publish, unpublish and route to it. We are also able to route to any node in the network using Tapestry’s algorithm for routing.

* All the nodes (number of nodes to be created is provided as a command line input) are created

and added to the network. Each node makes certain number of requests (number of requests made is also taken as a command line input) routed to a random node in the network. We are calculating the number of hops it takes for each request and the maximum number of hops is provided as the output. Each node makes one request per second.

* Surrogate routing has been implemented.
* Dynamic node insertion have been implemented. We are able to dynamically add nodes to the Tapestry network.

**Largest Network that we dealt with:**