

Program 1

(IBM18CS086)

```
#include <conio.h>
#include <iostream.h>
#define MAX 10
int n;

class router {
    char adj-new[MAX], adj-old[MAX];
    int table-new[MAX], table-old[MAX];
    void copy()
    {
        for (int i=0; i<n; i++) {
            adj-old[i] = adj-new[i];
            table-old[i] = table-new[i];
        }
    }

    int equal() {
        for (int i=0; i<n; i++)
            if (table-old[i] != table-new[i] ||
                adj-new[i] != adj-old[i])
                return 0;
        return 1;
    }

    void input (int j) {
        cout << "Enter 1 if the correspondingly router is
        adjacent to router " << (char)('A'+j) <<
        "else 99 : " << endl << " ";
    }
}
```

```

for(int i=0; i<n; i++)
    if (i!=j)
        cout << (char)('A'+i) << " ";
for (i=0; i<n; i++)
{
    if (i==j)
        table-new[i] = 0;
    else
        adj->table-new[i];
    adj-new[i] = (char)('A'+i);
}
cout << endl;
}

```

```

void display() {
    cout << "\n Destination Ports ";
    for(int i=0; i<n; i++)
        cout << (char)('A'+i) << " ";
    cout << "\n Outgoing link ";
    for (i=0; i<n; i++)
        cout << adj-new[i] << " ";
    cout << "\n Hop count ";
    for (i=0; i<n; i++)
        cout << table-new[i] << " ";
}

```

```

void build(int j)
{
    for (int i=0; i<n; i++)

```

```
for(int k = 0; (i != j) && (k < n); k++)
```

```
if (table_old[i] != 99)
```

```
if ((table_new[i] + r[i] + table_new[k]) < table_new[k])
```

```
table_new[k] = table_new[i] + r[i] + table_new[k];
```

```
adj_new[k] = (char)('A' + i);
```

```
}
```

```
}
```

```
return r[i];
```

```
void build_table()
```

```
{  
    int i = 0, j = 0;
```

```
    while ((i != j) && (i < n))
```

```
    {  
        for (i = j; i < n; i++)
```

```
        {  
            r[i].copy();
```

```
            r[i].build(i);
```

```
        }
```

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

```
    {  
        if (!r[i].equal())
```

```
        {  
            j = i;
```

```
            break;
```

```
        }
```

```
    }
```

```
}
```