

## README

### Steps to do before running the program

First, update the hosts file as below-

```
hosts - Notepad
File Edit Format View Help
#
# This is a sample HOSTS file used by Microsoft TCP/IP for Windows.
#
# This file contains the mappings of IP addresses to host names. Each
# entry should be kept on an individual line. The IP address should
# be placed in the first column followed by the corresponding host name.
# The IP address and the host name should be separated by at least one
# space.
#
# Additionally, comments (such as these) may be inserted on individual
# lines or following the machine name denoted by a '#' symbol.
#
# For example:
#
#       102.54.94.97      rhino.acme.com      # source server
#       38.25.63.10      x.acme.com         # x client host

# localhost name resolution is handled within DNS itself.
#       127.0.0.1        localhost
#       ::1              localhost

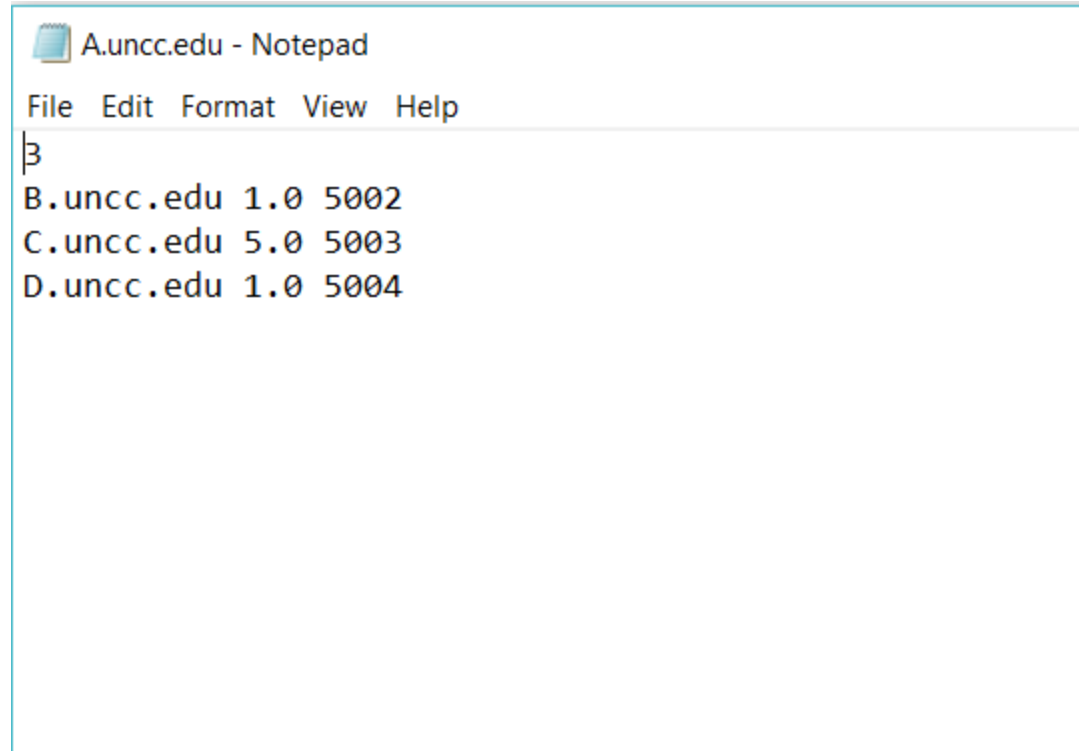
0.0.0.1 mssplus.mcafee.com
127.0.0.1 A.uncc.edu
127.0.0.1 B.uncc.edu
127.0.0.1 C.uncc.edu
127.0.0.1 D.uncc.edu
127.0.0.1 E.uncc.edu
127.0.0.1 F.uncc.edu
```

There are 6 nodes A, B, C, D, E and F. Each node send routing information to other nodes every 15 seconds.

### Input File

There is an input file corresponding to each node, which specifies the costs to its neighbouring nodes. An example is given below-

## README



```
A.uncc.edu - Notepad
File Edit Format View Help
3
B.uncc.edu 1.0 5002
C.uncc.edu 5.0 5003
D.uncc.edu 1.0 5004
```

First line shows total number of immediate neighbours. Second line shows hostname, cost and port number respectively.

### How to run -

1. Compile all the source files-  
`javac Sender.java Receiver.java DistVect.java Main_Activity.java`
2. To run - Open 6 command windows and run the following commands

```
java Main_Activity 5001 A.uncc.edu.dat
java Main_Activity 5002 B.uncc.edu.dat
java Main_Activity 5003 C.uncc.edu.dat
java Main_Activity 5004 D.uncc.edu.dat
java Main_Activity 5005 E.uncc.edu.dat
java Main_Activity 5006 F.uncc.edu.dat
```

**Note:** Port mentioned here is for receiving the packets and the port mentioned in the nodes file is for sending. Make sure that port number corresponds to the same node it is listening