	Pestance Vector Algarithm.	(18M18C5092)
The second secon	#include <conio.h></conio.h>	
Will Street Company	#include Siostram.h>	
The state of the s	##define MAX 10	
	int n;	
	class router E	
And the second second	char adj-new [MAX], adj-old [MA	1x];
	int table new [MAX], adj-old [MAX], table ald [MAX]	Ax];
	public:	
	Louter C) E	
	lonCint i=0; i < MAX; i++) tolde-old
	for Cint i=0; i < MAX; i++ table_ald Li] = table.	new[i]=99;
	3	
	void copy ()E	
	for Cint i = 0; i < n; i++) ε	<u>^</u>
	adj-old [i] = adj-ner table_old [i] = table-	ر [الله
	table_old[i] = table_	new[i];
	3	
	3	
	int equal() {	
int equal() { for (int i=0; i <n; (table="old" [i]="" [i]!="table" ad<="" adj="new" i+1)="" if="" new="" td="" {="" =""><td></td></n;>		
	if (table ald [i]! = ta	ible new [i] I adj-new [i] 1 = adj-all
	U	رد.۲)
	return 0;	
	return 1;	
	4	
]	

V	oid input (int j) &	
	cout << "Enter I if the corresponding router is adjacent to	
	cout << "Enter I if the corresponding voiter is adjacent to router" << Cohon ('A'+j) << "else enter 99: "<< endl <<"	
	O C	
	for (int i=0; i≤n; i++)€	
	if (i!=j)	
	cout << (chan) ('A'+i) << ";	
	cout << " \n Enter matrix: ";	
	<u> </u>	
	for (i = 0; i < η; i + +) €	
	il (i = = j)	
	table-newli]=0;	
	ein cin>>tabl_new[i];	
	adj_new[;] = (char) (A'+i);	
	3	
	caut << endl;	
	3	
v <i>o</i>	id display () E	
	cout << "In Pestination Route: ";	
	fox (int i = 6; i < n; i++)€	
	cout << (chan) ('A' + i) << "";	
	<u> </u>	
	cout <<"\noutgoing Line: "; for Cinti=o; i <n, [<="" i++)="" td=""></n,>	
	for (inti=0; i <n, (<="" i++)="" td=""></n,>	
	cout << adj_new [i] << "';	
	cout << "In Hop Count: ";	
	for (i=0; i <n; i++)€<="" td=""></n;>	
	cout << table_new [i] << ";	
2	g	

void build Cint j) (
$0(i+i+3\cdot i/n\cdot i+1)$		
0 (i, 1, 1, 2, 2, 1, 1, 2,	+ 1)	
if (table_old[i]=99) if (table_nex[i]+ x[i]=table		
il ((table new [i] + x[i] = tabl	le_nlw LK] \ Tankines	
<u> </u>		
	- 67.10 ()	
table new [K] = table-new	w[i] + xli].table_newls;	
ady new [1c] = (char)	('A'+i);	
3		
3		
7 2 [10];		
void build table() (
int i = 0, j = 0;		
while (i 1 = n) &		
for (i=j; i <n; i++)€<="" th=""><th></th></n;>		
*[i]·build(i);		
vli]·build(i);		
3		
Jon (i = 0; i < n; i + +) if (! r (i) . regual ()) € j - i;		
il (18[i] equal()) E		
<u> </u>		
break;		
3		
3		
3		