SYSTEM ARCHITECTURE

SERVER

UPDATE NODE DETAILS

TOPOLOGY CONSTRUCTION

UPDATE NODE STATUS ALIVE /DEAD STATE

NODE’S

NODE DEPLOY

LOGIN

REQUEST HANDLER

STATUS FORWARD TO NODE

RREQ

SENDER HOP

PATH CONSTRUCTION

FIND SHORTEST PATH B/W SENDER AND DEST

SENDER ‘n’ DEST NEXT HOP INFO

DFD

LEVEL 0

NODE

LOGIN NODE CHECK

TOPOLOGY

IDS

STATUS STATUS

LEVEL 1

IDS

CHECK POSSIBLE PATH B/W SENDER ‘n’ DESTINATION

NODE

(SENDER)

FRWD TO DEST

NODE

(SENDER)

CHOOSE SHORTEST PATH

NEXT HOP INFO

LEVEL 2

IDS

NODE

(SENDER)

SENDER PACKET

PACKET (RREQ)

IF SENDER PKT =HOP OK

HOP

NXT HOP INFO

PACKET

REQ NXT HOP INFO

1 CHECK PACKET

NXT HOP

T

FAILED

PACKET FORWAEDING COPY

2

TRUE

FORWARD PACKET (NXT HOP)

DISCARD PACKET