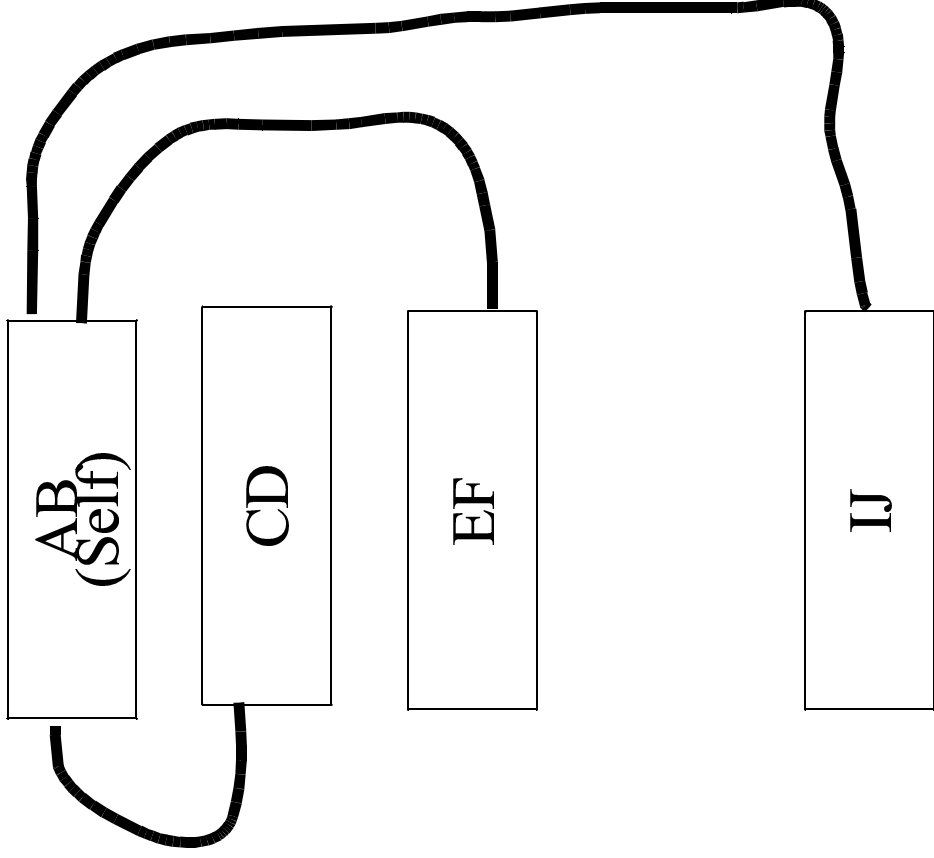


Partial Topology as known to group AB



(LS) Table of Link States as known by _____

Time: _____

Link From-To | Link Cost

Instructions:

1. Start by filling in costs of all directly-connected links.
2. When you get updates from neighbours, update this table.

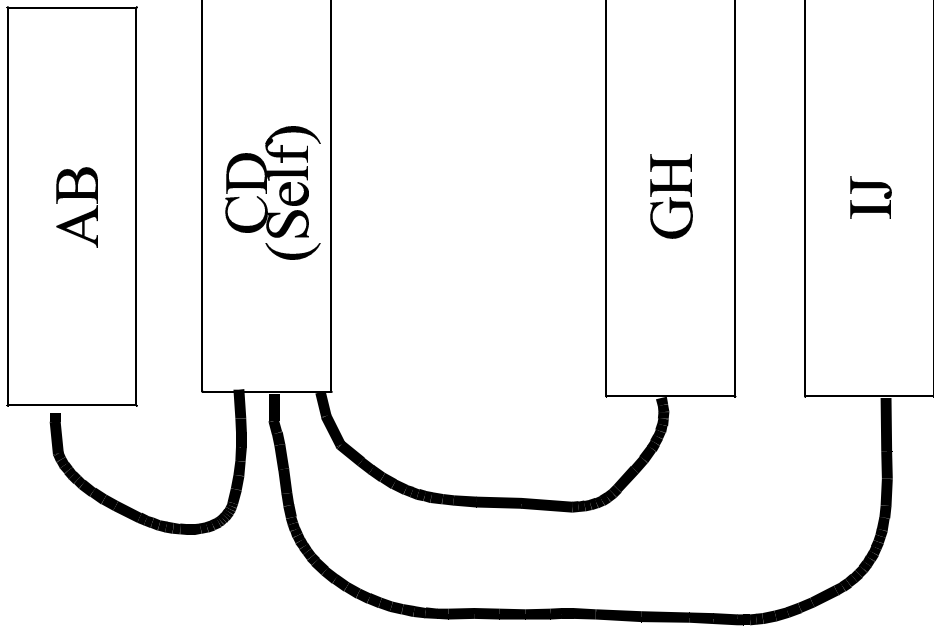
(LS) Shortest-Path Table derived from Link State Table as known by _____

Time: _____

<u>Destination</u>	<u>Shortest Path</u>	<u>Total Cost</u>
--------------------	----------------------	-------------------

Instructions: Use your link-state table (or diagram with arrows) to figure out the shortest path to each destination. Update this shortest-path table when something changes.

Partial Topology as known to group CD



(LS) Table of Link States as known by _____

Time: _____

<u>Link From-To</u>	<u>Link Cost</u>
---------------------	------------------

Instructions:

1. Start by filling in costs of all directly-connected links.
2. When you get updates from neighbours, update this table.

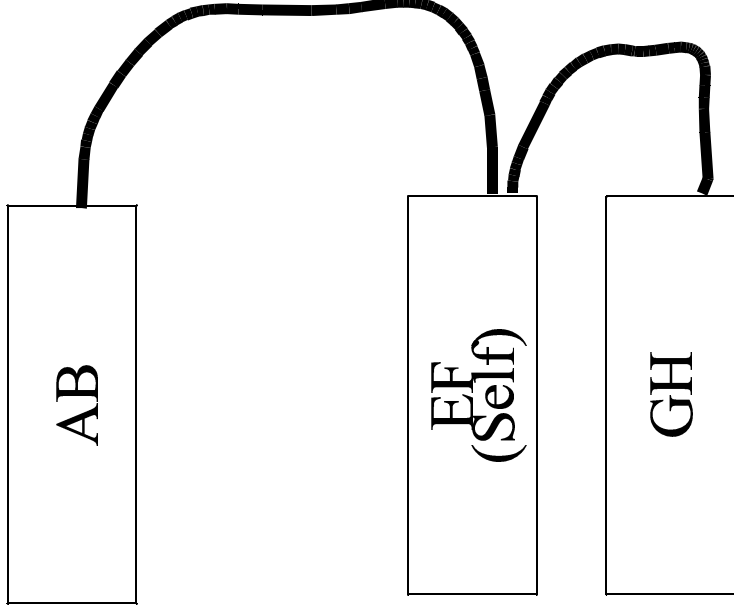
(LS) Shortest-Path Table derived from Link State Table as known by _____

Time: _____

<u>Destination</u>	<u>Shortest Path</u>	<u>Total Cost</u>
--------------------	----------------------	-------------------

Instructions: Use your link-state table (or diagram with arrows) to figure out the shortest path to each destination. Update this shortest-path table when something changes.

Partial Topology as known to group EF



(LS) Table of Link States as known by _____

Time: _____

<u>Link From-To</u>	<u>Link Cost</u>
---------------------	------------------

Instructions:

1. Start by filling in costs of all directly-connected links.
2. When you get updates from neighbours, update this table.

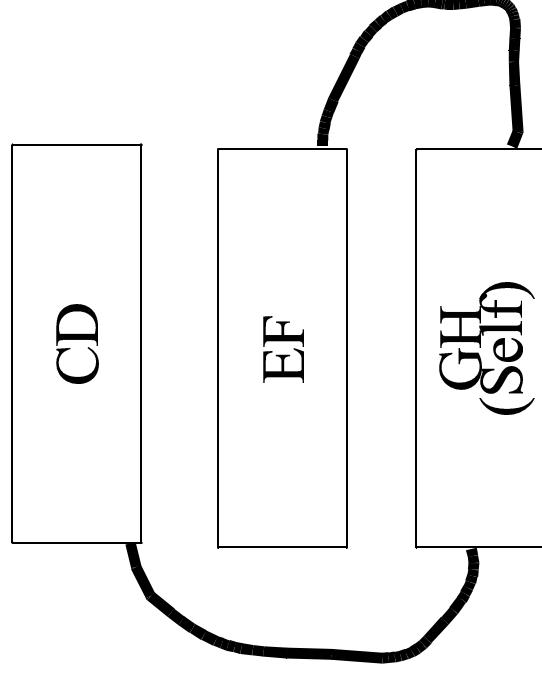
(LS) Shortest-Path Table derived from Link State Table as known by _____

Time: _____

<u>Destination</u>	<u>Shortest Path</u>	<u>Total Cost</u>
--------------------	----------------------	-------------------

Instructions: Use your link-state table (or diagram with arrows) to figure out the shortest path to each destination. Update this shortest-path table when something changes.

Partial Topology as known to group GH



(LS) Table of Link States as known by _____

Time: _____

<u>Link From-To</u>	<u>Link Cost</u>
---------------------	------------------

Instructions:

1. Start by filling in costs of all directly-connected links.
2. When you get updates from neighbours, update this table.

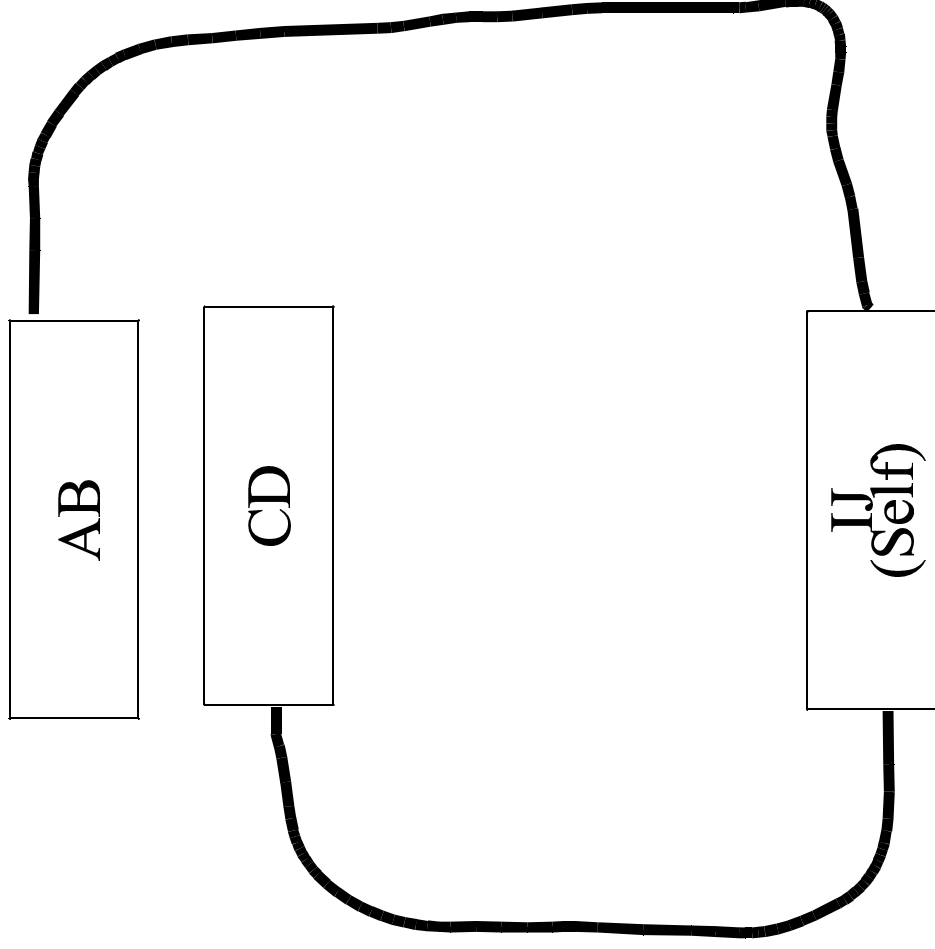
(LS) Shortest-Path Table derived from Link State Table as known by _____

Time: _____

<u>Destination</u>	<u>Shortest Path</u>	<u>Total Cost</u>
--------------------	----------------------	-------------------

Instructions: Use your link-state table (or diagram with arrows) to figure out the shortest path to each destination. Update this shortest-path table when something changes.

Partial Topology as known to group IJ



(LS) Table of Link States as known by _____

Time: _____

<u>Link From-To</u>	<u>Link Cost</u>
---------------------	------------------

Instructions:

1. Start by filling in costs of all directly-connected links.
2. When you get updates from neighbours, update this table.

(LS) Shortest-Path Table derived from Link State Table as known by _____

Time: _____

<u>Destination</u>	<u>Shortest Path</u>	<u>Total Cost</u>
--------------------	----------------------	-------------------

Instructions: Use your link-state table (or diagram with arrows) to figure out the shortest path to each destination. Update this shortest-path table when something changes.

Message From _____ to _____
Type: _____

TTL: _____
Message:

Message From _____ to _____
Error Type: _____

TTL: _____ Orig ID: _____ Orig Dest: _____

Instructions for Original Sender:
1. Fill in source, destination, TTL, Original ID, Original Destination.
2. Consult your routing table to choose next hop.
3. Send to next hop.

Instructions for Receiver:

1. If message is addressed to you: There was an error! Sorry!
2. If message is not addressed to you: Decrement TTL.
3. If TTL is zero, discard packet. Do not send error message.
4. Consult your routing table to choose next hop.
5. If destination is unknown, discard packet. Do not send error message.
6. Send message to next hop.

Message From _____ to _____
Error Type: _____

TTL: _____ Orig ID: _____ Orig Dest: _____

Instructions for Original Sender:
1. Fill in source, destination, TTL, Original ID, Original Destination.
2. Consult your routing table to choose next hop.
3. Send to next hop.

Instructions for Receiver:

1. If message is addressed to you: There was an error! Sorry!
2. If message is not addressed to you: Decrement TTL.
3. If TTL is zero, discard packet. Do not send error message.
4. Consult your routing table to choose next hop.
5. If destination is unknown, discard packet. Do not send error message.
6. Send message to next hop.

Message From _____ to _____
Type: _____

TTL: _____
Message:

Message From _____ to _____
Error Type: _____

TTL: _____ Orig ID: _____ Orig Dest: _____

Instructions for Original Sender:
1. Fill in source, destination, TTL, Original ID, Original Destination.
2. Consult your routing table to choose next hop.
3. Send to next hop.

Instructions for Receiver:

1. If message is addressed to you: There was an error! Sorry!
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Message From _____ to _____
Error Type: _____

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Message From _____ to _____
Type: _____

TTL: _____
Message:

Message From _____ to _____
Type: _____

TTL: _____
Message:

Message From _____ to _____
Error Type: _____

TTL: _____ Orig ID: _____ Orig Dest: _____

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