NETWORKS PROJECT 2B

Network Layer, Flood Routing

1 Implementing flooding

Begin with the code from Project 2a. Use your previous RandomNetworkLayer.java as a starting point for a new code file, FloodNetworkLayer.java in which you'll implement flooding.

In this new routing implementation, when a packet arrives, the FloodNetworkLayer should determine whether the packet is destined for this host, and if so, deliver the data; if the packet is destined for another host, it should **resend the packet on all links**.

The set of methods within FloodNetworkLayer that need your attention are:

- createPacket(): The packet header may need to be modified to carry data needed for flooding purposes.
- processPacket(): Likewise, processing a received packet must handle any changes to the header layout and contents. Here is where packets not destined for this host must be forwarded through all links.
- route(): This method should never be called. An error should occur if this method is invoked, because there's no routing choice to be made.
- send(): This method need to be overridden. The standard send() relies on route() to choose a single link, but flooding requires a different behavior, so send() must be specialized.

A few key considerations:

- Resending of the packet should not become a runaway process; the resending needs to be limited to avoid overwhelming the network.
- By default, duplicate packets may arrive at the destination. These multiple arrivals are acceptable.
- As an **extra challenge**, you may devise and implement a method that avoid the delivery of duplicates at the destination; the receiving host will identify later arrivals and discard them.¹

¹This extra challenge is indeed *extra*: you will not be graded on it, but it would be good practice with the concepts!

2 How to submit your work

Go to GradeScope for our course, where you can submit your work. Notice that **you should only submit** FloodNetworkLayer.java. *Don't submit the other source code or class files.*

This assignment is due on Sunday, Dec-03, 11:59 pm.