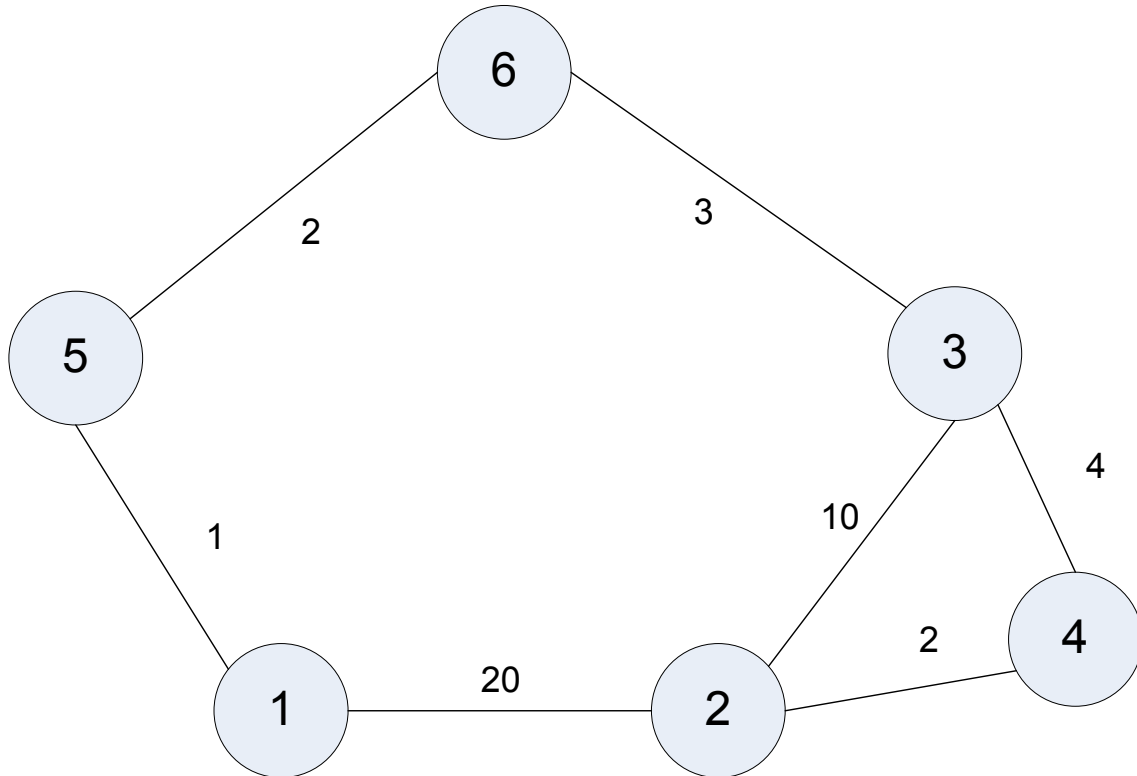


Testing



1. Converge test

a. Converge table for each server

Converge for server 1			Converge for server 2			Converge for server 3		
To	Via	Cost	To	Via	Cost	To	Via	Cost
1	1	0	1	4	12	1	6	6
2	5	12	2	2	0	2	4	6
3	5	6	3	4	6	3	3	0
4	5	10	4	4	2	4	4	4
5	5	1	5	4	11	5	6	5
6	5	3	6	4	9	6	6	1

Converge for server 4			Converge for server 5			Converge for server 6		
To	Via	Cost	To	Via	Cost	To	Via	Cost
1	3	10	1	1	1	1	5	3
2	2	2	2	6	11	2	3	9
3	3	4	3	6	5	3	3	3
4	4	0	4	6	9	4	3	7
5	3	9	5	5	0	5	5	2
6	3	7	6	6	2	6	6	0

b. Use update and display command to check whether the update packet has been sent to the right direct neighbor

2. Step by step test on server 1 with time out very big

a. Initial at server 1

To	Via	Cost
1	1	0
2	2	20
3	-1	Inf
4	-1	Inf
5	5	1
6	-1	inf

b. Type step command in server 5, at server 1

To	Via	Cost
1	1	0
2	2	20
3	-1	Inf
4	-1	Inf
5	5	1
6	5	3

c. Type step command in server 6, then Type step command in server 5, at server 1

To	Via	Cost
1	1	0
2	2	20
3	5	6
4	-1	Inf
5	5	1
6	5	3

d. Type step command in server 3, then Type step command in server 6, then Type step command in server 5, at server 1

To	Via	Cost
1	1	0
2	5	16
3	5	6
4	5	10
5	5	1
6	5	3

3. Crash test with timeout roughly 10 s

a. Let the server reach converged states.

b. Crash 5 at server 1: 2's cost should be 20 because of direct linking

To	Via	Cost
1	1	0
2	2	20
3	-1	Inf
4	-1	Inf
5	-1	Inf
6	-1	Inf

And 6's table should be

To	Via	Cost
1	-1	Inf
2	3	9
3	3	3
4	3	7
5	-1	Inf
6	6	0

And 2's table should be

To	Via	Cost
1	4	12
2	2	0
3	4	6
4	4	2
5	4	11
6	4	9

c. Next update from 2 by typing step and server 1's table should be

To	Via	Cost
1	1	0
2	2	20
3	2	26
4	2	22
5	5	31
6	6	29