

Naren Tada

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Displaying Routing table information at node.

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To understand protocol functionality in MANET, it is very important to get information about routing table which is maintain by every node while movements and while packet processing. Here I am just displaying the routing table information while sending request packet to its neighbore in SAODV protocol.

1) Very firstly just call the function `rt_display` from the `sendrequest` function of `SAODV.cc` file in below fashion.

```
1 void
2 SAODV::sendRequest(nsaddr_t dst) {
3
4     .....
5
6     printf("\ndisplaying routing table::::::::::::::::::\n");
7     rtable.rt_display(index);
8     printf("\n::::::::::::::::::::::::::::::::::::::::\n");
9
10    .....
11
12 }
```

2) just declare the `rt_display` function in `saodv_rtable.h` file in `saodv_rtable` class as public member, just like below

```
1 class saodv_rtable {
2
3     Public:
4
5     .....
6
7     saodv_rt_entry*      rt_display(nsaddr_t id);
8
9 }
```

</pre>

3) Now after declaration of routing table, just give the defination of the same function in `saodv_rtable.cc` file

```
1 saodv_rt_entry*
2 saodv_rtable::rt_display(nsaddr_t id)
```

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```
3 {
4 saodv_rt_entry *rt = rthead.lh_first;
5 for(; rt; rt = rt->rt_link.le_next) {
6
7     printf("\n node ::%d",id)        ;
8     printf("\tsequence no ::%d",rt->rt_seqno);
9     /* u_int8_t      rt_interface; */
10    printf("\tno of hopes: %d",rt->rt_hops);
11
12    printf("\t last hop count: %d ",rt->rt_last_hop_
13    printf("\t next hope: %d",rt->rt_nexthop);
14 }
15 }
```



[Request Flood attack in AODV Routing protocol.](#)

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