

## Commands Cheat Sheet

void `sendAPacketTo`(Router `r`)  
Creates and sends a packet to the router `r`.

Router `getRouter`(int `number`)  
This function will return the router corresponding to the `number` given.

float `portionOfQueueFrom`(Router `r`)  
Gets the percentage of packets in the queue from the router `r`.

int `amountInQueueFrom`(Router `r`)  
Gets the total amount of packets in the queue from the router `r`.

int `amountInQueue`()  
Gets the total amount of packets in the queue.

void `forwardToAll`(Packet `p`)  
The `forwardToAll` function will forward a packet `p` to every neighbor.

void `forwardToAllExcept`(Router `neighbor`, Packet `p`)  
The `forwardToAllExcept` function will forward a packet `p` to every neighbor except the `neighbor` given as an input.

void `forwardTo`(Router `r`, Packet `p`)  
This function will take in a router `r` and send the packet `p` to them.

Router `getRandomNeighbor`()  
`getRandomNeighbor` will return a random neighbor.

Router `getRandomNeighborExcept`(Router `neighbor`)  
`getRandomNeighborExcept` will return a random neighbor except the `neighbor` given as input.

boolean `isMyNumber`(int `number`)  
Each router has a number. `isMyNumber` will determine if the current router's number is the input `number`. If so, it will return true, otherwise it will return false.

Router `getRecipient`(Packet `p`)  
Gets the recipient of the packet `p`.

Router `getSender`(Packet `p`)  
Gets the sender of the packet `p`.

void `memorizeHowToGetTo`(Router `r`, Router `neighbor`)  
`memorizeHowToGetTo` makes you "know" that to send a packet to Router `r`, you can just give it to `neighbor`.

void `replyTo`(Packet `p`)  
Using this function will look at the sender of the packet `p` and send a packet back.

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boolean **haveGottenPacketFrom**(Router *r*)

*haveGottenPacketFrom* checks if I have gotten a packet from Router *r*. If so, it will return true and false otherwise.

Router **rememberHowToGetTo**(Router *r*)

*rememberHowToGetTo* returns the neighbor who can deliver packets to Router *r*.