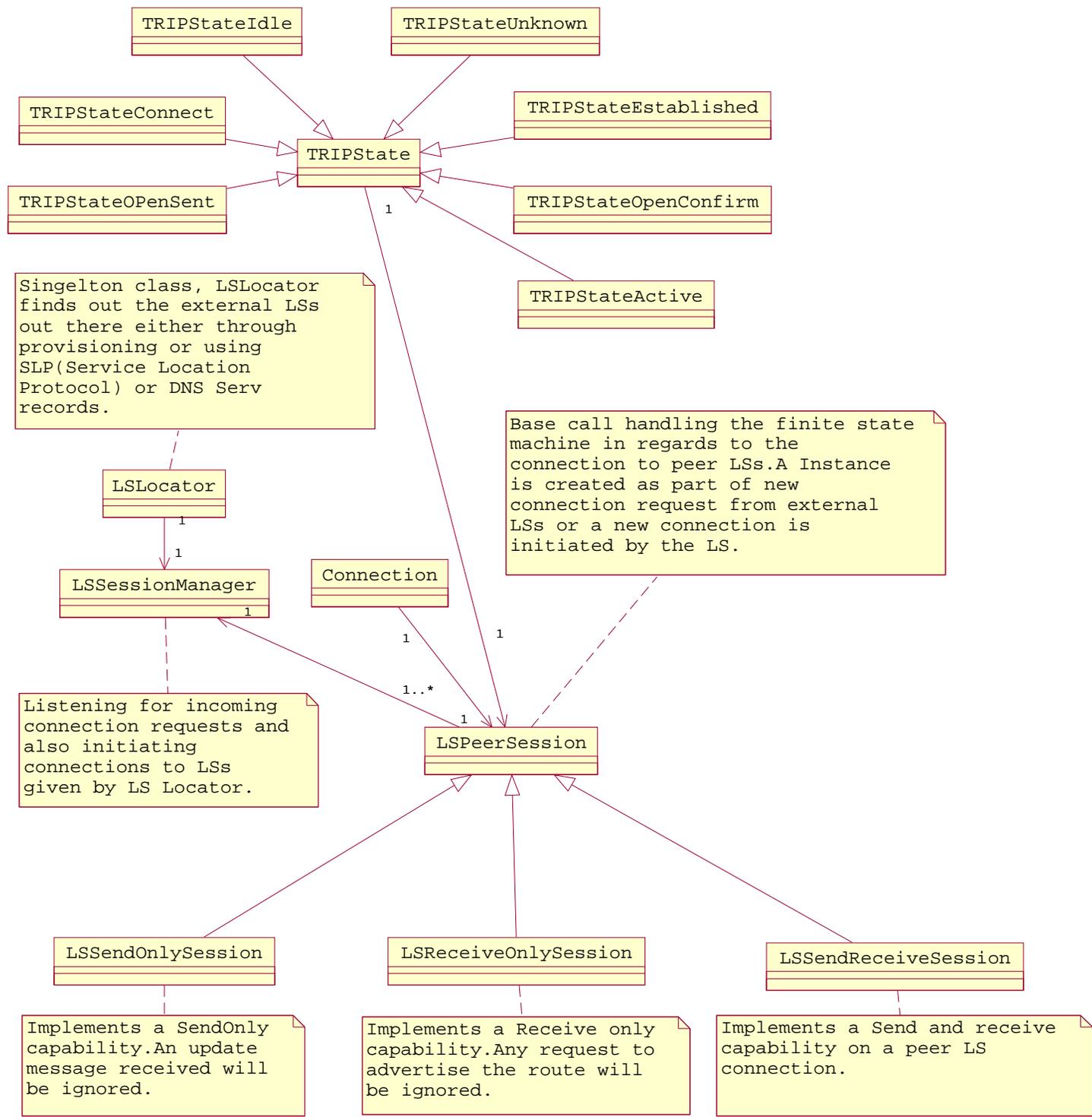


TRIP core - Implements the TRIP message format, encoding and decoding of TRIP messages.

LSFunctions - PartI - TRIP Finite State Machine.
Work in progress



Singleton class, implements the local policies at the LS. The Policies either can be provisioned or can be part

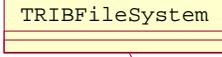
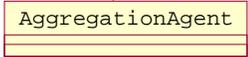
All the routes available at the local LS can be persisted so that other applications can make a use of it. An application registers with TRIBDataHandler for update notifications. As and when TRIB data is changed, application is notified. The TRIB data can either be persisted in a flat file or can be stored in a database.

Singleton class, implements the aggregation algorithm for aggregating incoming/outgoing routes.

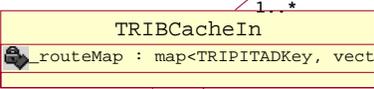


TRIBAgent is the main interface to a LSPeerSession. As a route is received by the session it is handed over to TRIBAgent which then passes it to the DecisionAgent, Aggregation agent and TRIBDataHandler to store.

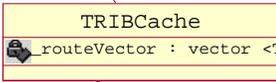
Interface to save/restore route information in Database.



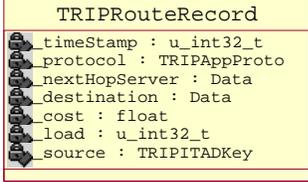
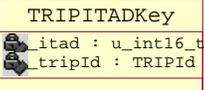
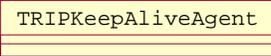
Interface to save/restore route information in flat file system.



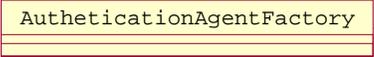
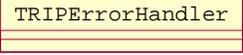
Implements the storage of route information in memory.



An instance exists in each LSPeerSession responsible for sending keepAlive message at the interval negotiated as part of the open message.



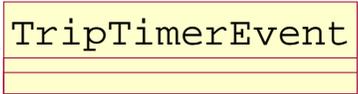
An instance exists in each LSPeerSession, which implements the error handling mechanism in TRIP



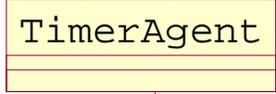
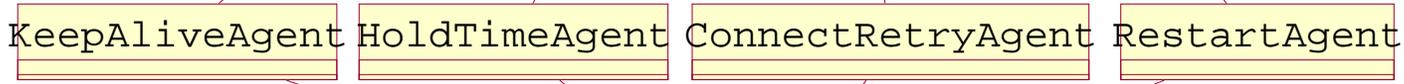
Singleton factory class, which would create a right authentication agent based on the authentication mechanism defined in the TRIP message.

LSFunctions- Part II - Set of objects implementing LSPeer sessions, route aggregation and selection, Local decision processing.

Contains Timer object ref. Event is placed on Timer Fifo and TimerAgent object is informed when event exits Fifo



Informs Timer Event object when timer elapses. Shared Fifo processes Timer Events



Agent handles the individual requirements for each type of timer, creates timer objects and sets timer values. Provides interface to timer

