```c
typedef struct {
    MacAddr destination;    // Mac address of some target
    int   ifnumber;   // which interface/port to reach it
    u_short TTL;              // how old is this information
}


void
updateTable(MacAddr src, int inif)
{
    BridgeEntry *b;

    if (mapResolve(bridgeMap, &src, (void**)&b) == FALSE) {
        // this address is not in the table
        if (numEntries < BRIDGE_TAB_SIZE) {
            // add to the table
            ...
            ...
            numEntries++;
        } else {
            //  no room. give up!
            return;
        }
    }
    // reset TTL and use most recently discovered input
    // interface
    b->TTL = MAX_TTL;  // refresh
    b->ifnumber = inif;
}



int
getOutputInterface(MacAddr dest)
{
    BridgeEntry b;
    if (mapResolve(bridgeMap, &dest, (void**)&b) == FALSE)
        return -1;
    else
        return b->ifnumber;
}
```