#### CS 342: Computer Networks Lab

# Assignment – 4 Network Simulation Using ns-3

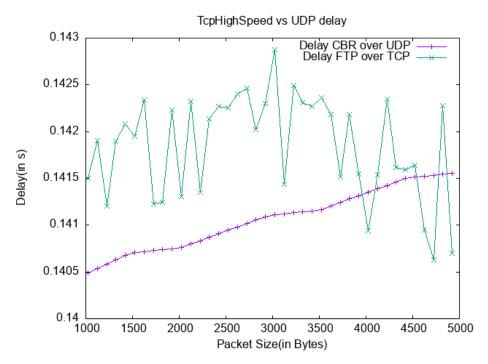
Application Number - 6 Group - 37



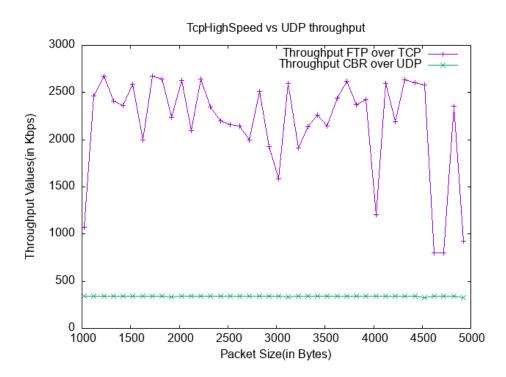
#### **Code Running Instructions:-**

- 1. In ns-3-dev/scratch put Group\_37/code/Scratch/code.cc
- 2. In ns-3-dev put Group\_37/code/runme.sh
- 3. In terminal of ns-3-dev run command bash runme.sh
- 4. All the plot files and output files will be generated in the ns-3-dev directory.

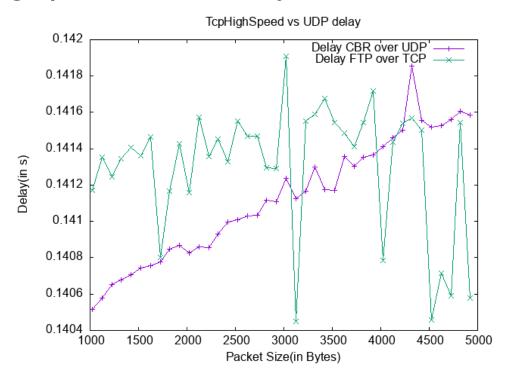
### **TCP HighSpeed Separate Delay**



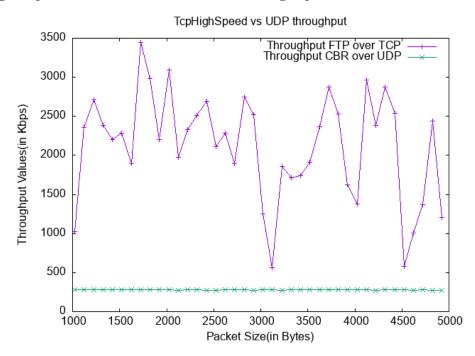
#### TCP HighSpeed SeparateThroughput



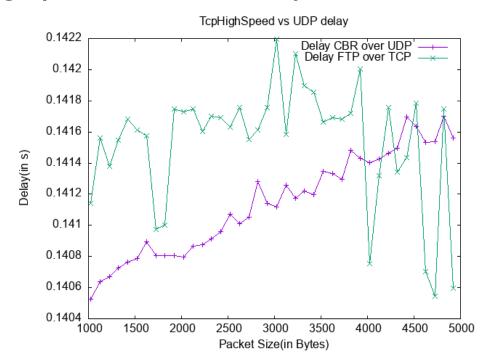
### **TCP HighSpeed Same Start Delay**



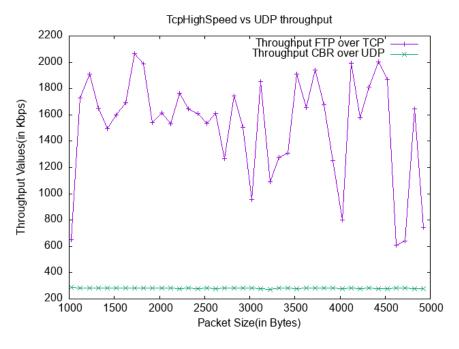
#### **TCP HighSpeed Same Start Throughput**



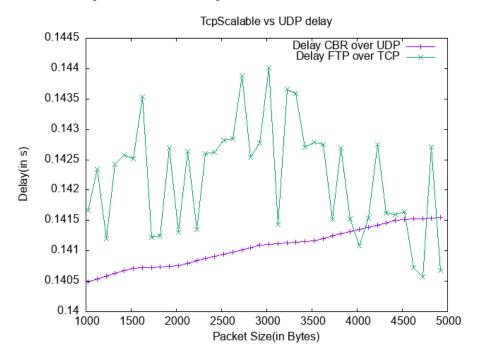
#### **TCP HighSpeed Offset 2 start Delay**



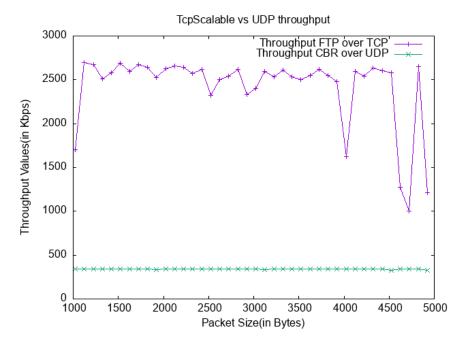
#### **TCP HighSpeed Offset 2 start Throughput**



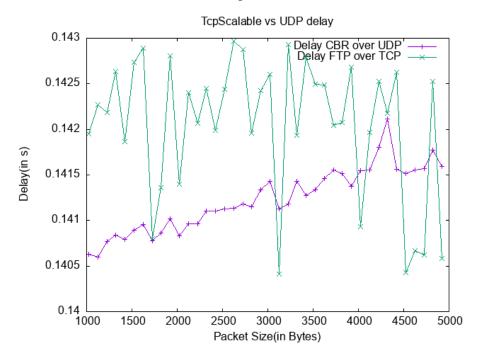
## **TCP Scalable Separate Delay**



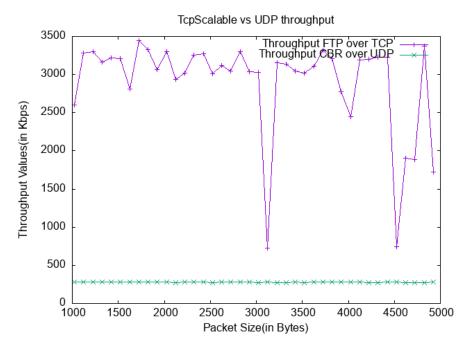
## **TCP Scalable Separate Throughput**



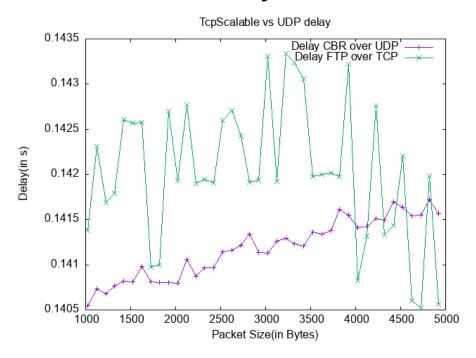
#### **TCP Scalable Same Start Delay**



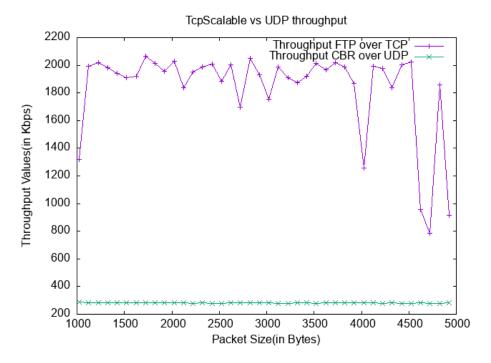
### **TCP Scalable Same Start Throughput**



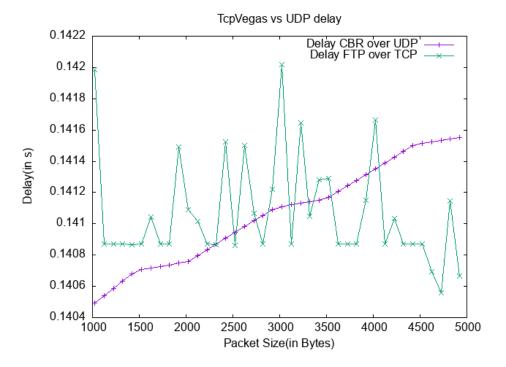
#### **TCP Scalable Offset 2 Start Delay**



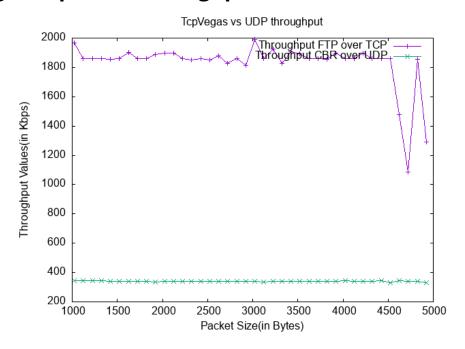
## **TCP Scalable Offset 2 Start Throughput**



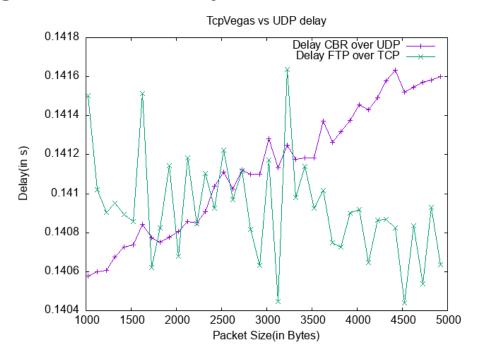
## **TCP Vegas Separate Delay**



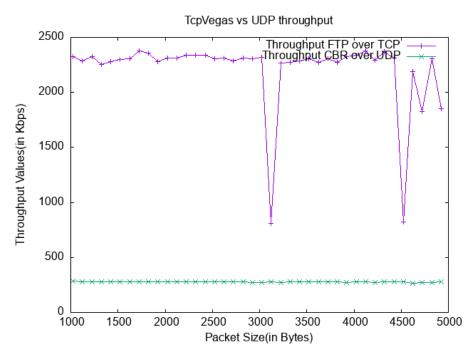
### **TCP Vegas Separate Throughput**



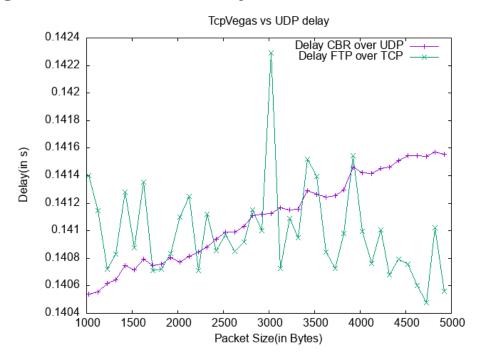
### **TCP Vegas Same Start Delay**



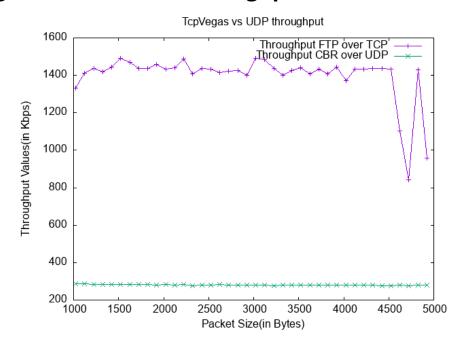
#### **TCP Vegas Same Start Throughput**



### **TCP Vegas Offset 2 Start Delay**



#### **TCP Vegas Offset 2 Start Throughput**



# **Group Members:**

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