**Experiment 06**

**Aim:** Use simulator (Eg. NS2) to understand functioning of any routing protocol(Stop & wait/Sliding Window)

**Code:(Stop & wait/Sliding Window) //for stop and wait take window size 1**

# sliding window mechanism with some features

# such as labeling, annotation, nam-graph, and window size monitoring

set ns [new Simulator]

set n0 [$ns node]

set n1 [$ns node]

$ns at 0.0 "$n0 label Sender"

$ns at 0.0 "$n1 label Receiver"

set nf [open sliding.nam w]

$ns namtrace-all $nf

set f [open sliding.tr w]

$ns trace-all $f

$ns duplex-link $n0 $n1 0.2Mb 200ms DropTail

$ns duplex-link-op $n0 $n1 orient right

$ns queue-limit $n0 $n1 10

Agent/TCP set nam\_tracevar\_ true

set tcp [new Agent/TCP]

$tcp set windowInit\_ 4

$tcp set maxcwnd\_ 4

$ns attach-agent $n0 $tcp

set sink [new Agent/TCPSink]

$ns attach-agent $n1 $sink

$ns connect $tcp $sink

set ftp [new Application/FTP]

$ftp attach-agent $tcp

$ns add-agent-trace $tcp tcp

$ns monitor-agent-trace $tcp

$tcp tracevar cwnd\_

$ns at 0.1 "$ftp start"

$ns at 3.0 "$ns detach-agent $n0 $tcp ; $ns detach-agent $n1 $sink"

$ns at 3.5 "finish"

proc finish {} {

global ns

$ns flush-trace

# close $nf

puts "running nam..."

exec nam sliding.nam &

exit 0

}

$ns run

**Output:**



