## POINT-POINT NETWORK WITH DUPLEX LINK / USING UDP

**1. What is the purpose of the NS-2 simulator in this script?**

**- NS-2 is used for network simulations, and nodes represent network entities.**

**2. Explain the role of the UDP agent in the simulation.**

**- The UDP agent handles communication in the network simulation.**

**3. What does the at commands do in the script?**

**- The at commands schedule events, triggering start/stop of CBR traffic.**

**4. What is the purpose of the Null agent in the simulation?**

**- The Null agent acts as a traffic sink in the network simulation.**

**5. What does the finish procedure do in the script?**

**- The finish procedure flushes traces, opens the Nam tool, closes files, and exits the simulation.**

**6. How does the AWK script count the total number of dropped packets?**

**- The AWK script counts dropped packets by incrementing a counter for lines starting with "d" in the trace file.**

**7. What information can be obtained from the NS-2 trace files?**

**- NS-2 trace files provide detailed information on events during the simulation, and the AWK script analyses these traces.**

**8. Why is the finish procedure called after 5 seconds of simulation time?**

**- The simulation runs for 5 seconds, and the finish procedure ensures proper closure and analysis after this period.**

**Sure, here are two more questions with short answers:**

**9. How are nodes created in the network simulation, and what do they represent?**

**- Nodes are created using $ns node, representing entities in the network, such as routers or hosts.**

**10. What does the AWK script output, and how is it useful?**

**- The AWK script outputs the total number of dropped packets. It helps evaluate network performance by analysing packet drops during the simulation.**