Computer Network Laboratory

Assignment 4

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Link: https://github.com/Ajayneethikannan/CSN-361-Assignment-4

Enrollment Number: 17118007 Class: 3rd year, B.Tech CSE Course: CSN-361

Two problems were given for this assignment. They are, Question 1:

Create a ns2 program to create a connection of three nodes, and measure the number of packets dropped, by varying the queue length size, and the bandwidth of the links.

Algorithms used:

set: used to set the value of any variable

color: used to assign color to the messages sent for different protocols

Namtrace -all: writes nam events to an output file Open: used to open a file to write the nam events

Finish: used to close the trace file and to execute nam

Puts: used to print output on the terminal

Duplex-link: creates two simplex links of specified bandwidth and delay

Attach-agent: attach an agent object to a node object Connect: make a logical connection between two nodes

Run: used to run the simulation

Data structures used:

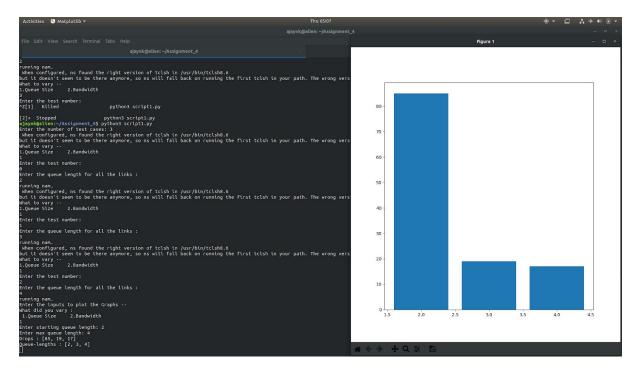
Simulator: used to create nodes, links, and different agents, and connect different objects.

Agent/TCP: used to create a TCP agent

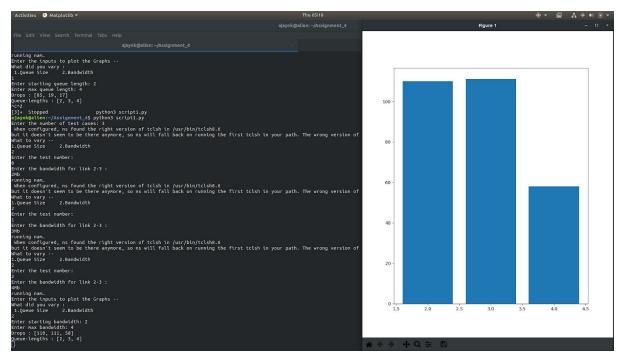
Agent/TCPSink: used to create a TCP Sink agent

At : used to schedule different functions at different moments

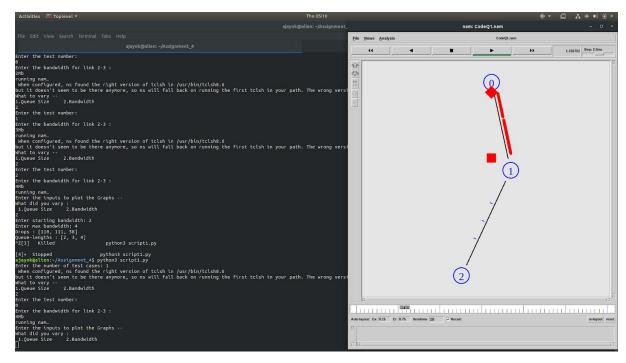
Screenshot:



Varying the queue size



Varying the bandwidth size



Working example

Question 2:

Write an ns2 program to simulate ping between different nodes, and analyse the dropping of packets with the variation of bandwidth and the queue length.

Algorithms used:

set: used to set the value of any variable

color: used to assign color to the messages sent for different protocols

Namtrace -all: writes nam events to an output file

Open: used to open a file to write the nam events

Finish: used to close the trace file and to execute nam

Puts: used to print output on the terminal

Duplex-link: creates two simplex links of specified bandwidth and delay

Attach-agent: attach an agent object to a node object

Connect: make a logical connection between two nodes

Run: used to run the simulation

Data Structures used:

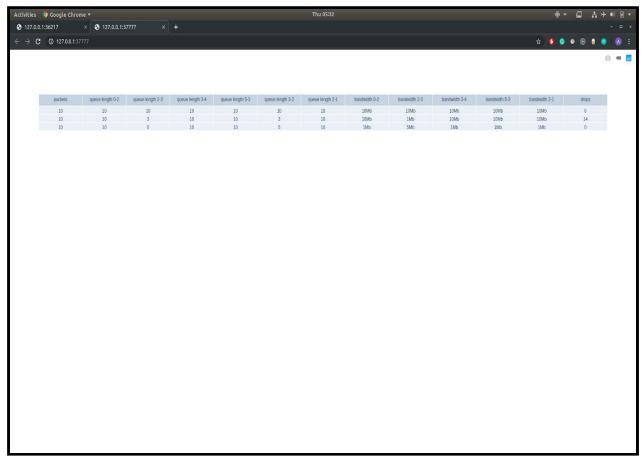
Simulator: used to create nodes, links, and different agents, and connect different objects.

Ping/ Agent: used to create a ping agent

At : used to schedule different functions at different moments

Screenshots:

Drop data for different combinations



Packet drop due to congestion :

