

CCN PROJECT

GROUP-23



Group members:

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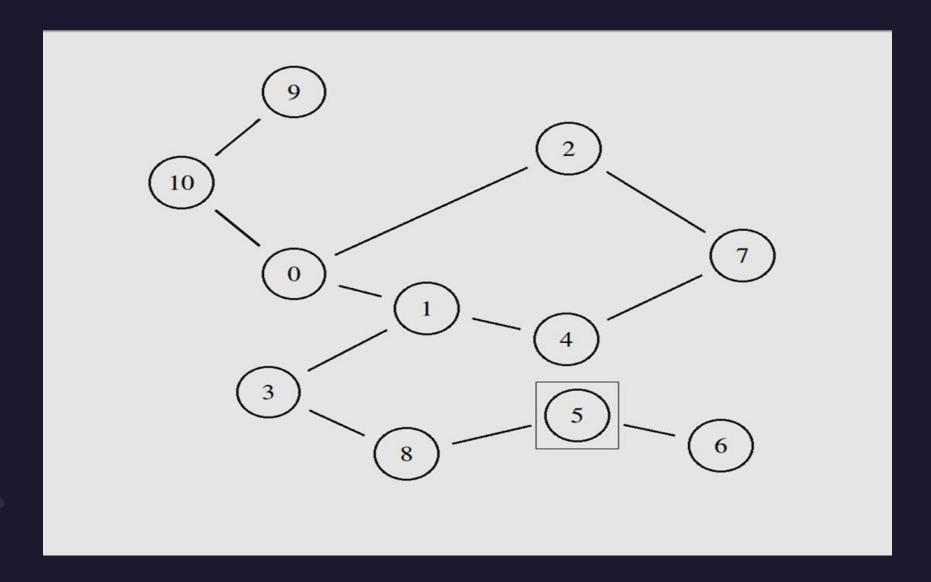




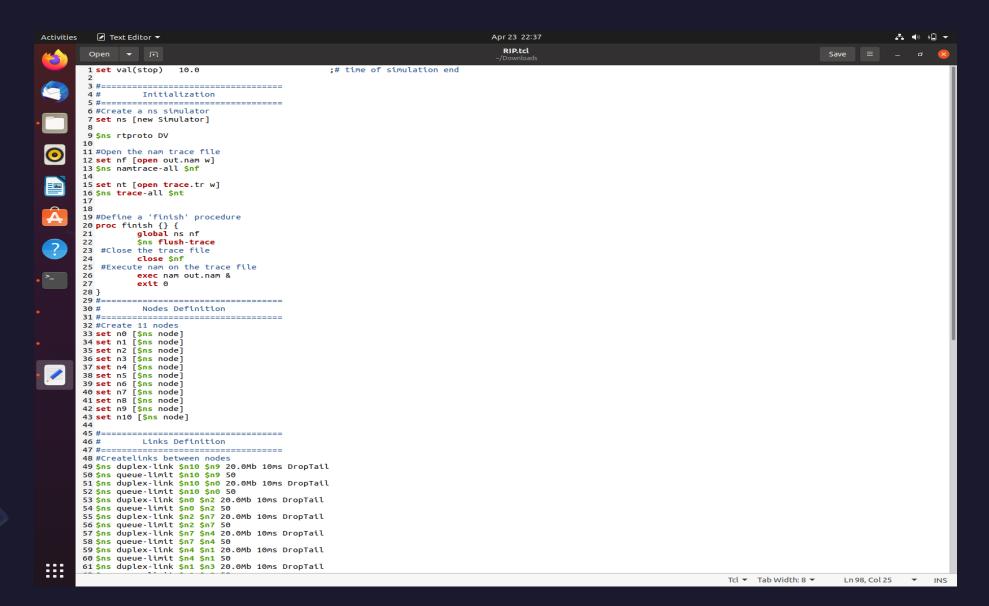
ROUTING INFORMATION PROTOCOL -RIP

- Routing Information Protocol (RIP) is a distance vector protocol that uses <u>hop count</u> as its primary metric.
- RIP sends out periodic routing updates (every 30 seconds)
- RIP sends out the full routing table every periodic update
- RIP uses a form of distance as its metric (in this case, hopcount)
- RIP uses the Bellman-Ford Distance Vector algorithm to determine the best "path" to a particular destination

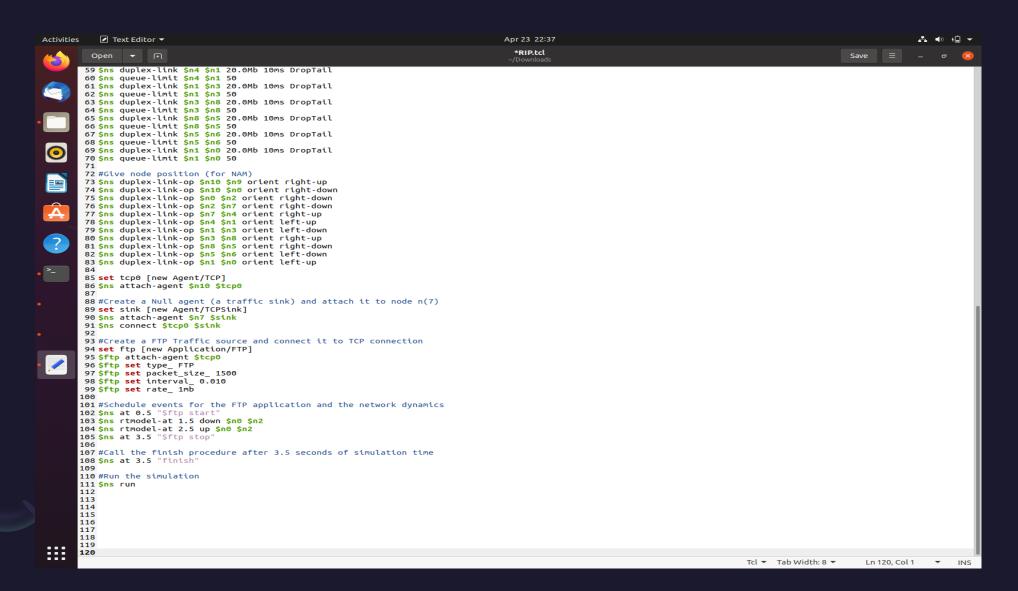
Topology



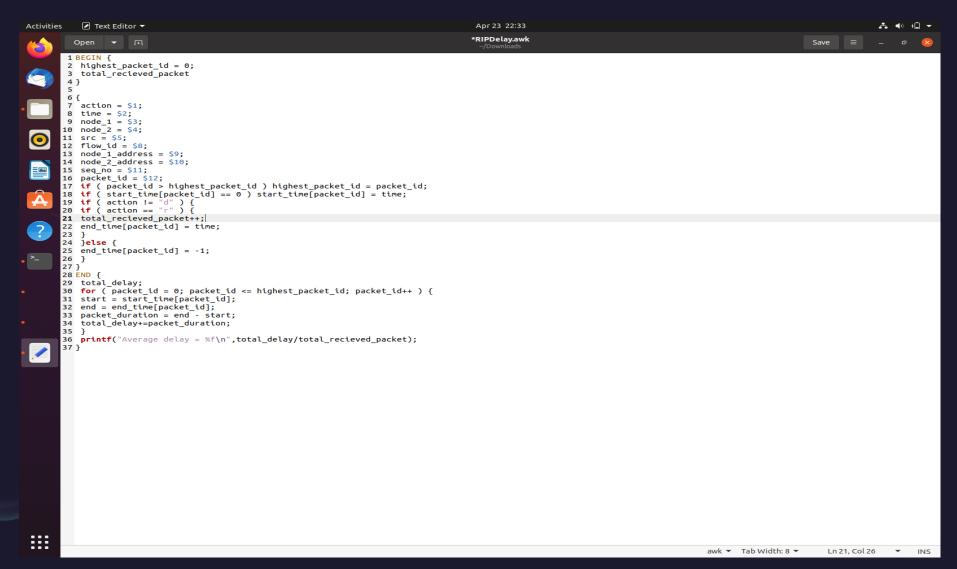
RIP .tcl Code



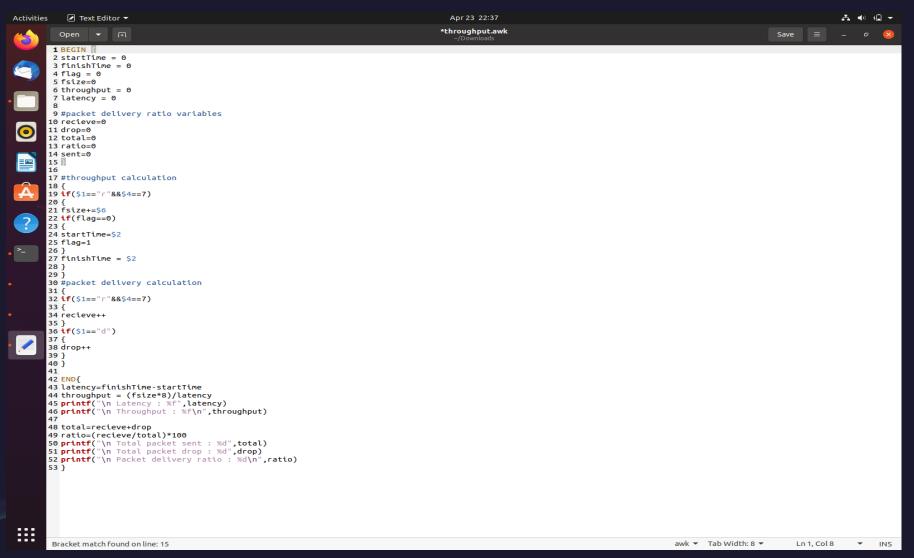
RIP .tcl Code



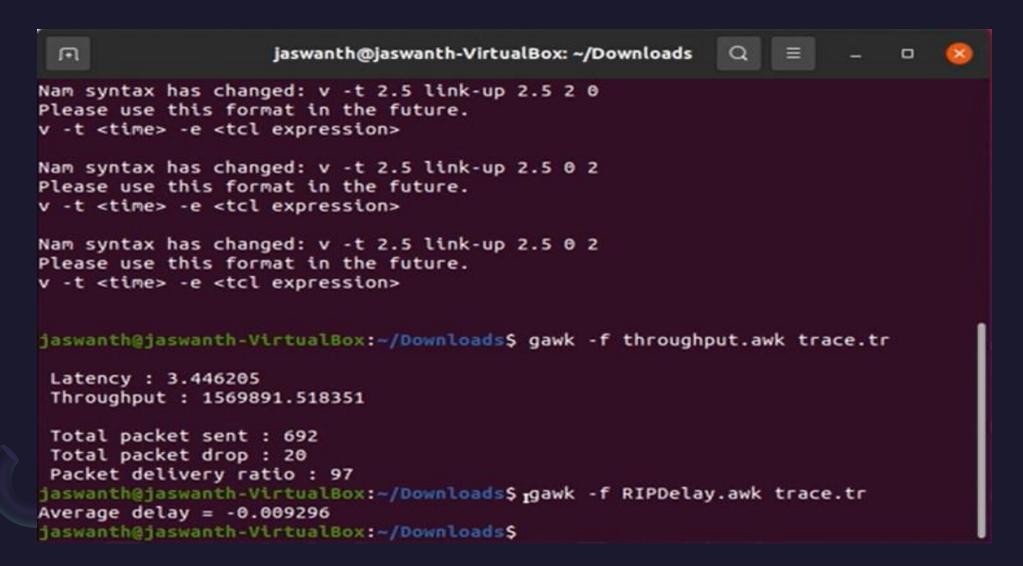
RIP Delay Code



Throughput Code



Parameters



Methodology

- NSG2 is used to create topology using that we created RIP.tcl file.
- Now a TCP connection is established between Node 10 and Node 7.
- RIP.tcl file is executed and simulated.
- After that we observed latency, delay, end to end delay, throughput.
- After the simulation we can observe that the packets are being transmitted from node 10 to node 7 using RIP protocol after the link is down now it takes a different path from node 10 to node 7 via node 1 and node 4 which is the next shortest path, which is the path with next minimum hops.

Observations:

- RIP Protocol is successfully implemented and performed simulation.
- Latency = 3.4462045
- Throughput = 1569891.518351
- Avg Delay = 0.009296



Challenges

- NSG2 Installation
- Few errors while running



Thank You

