

Developing Next-Gen IoT Solutions with Contiki OS and Cooja Simulator

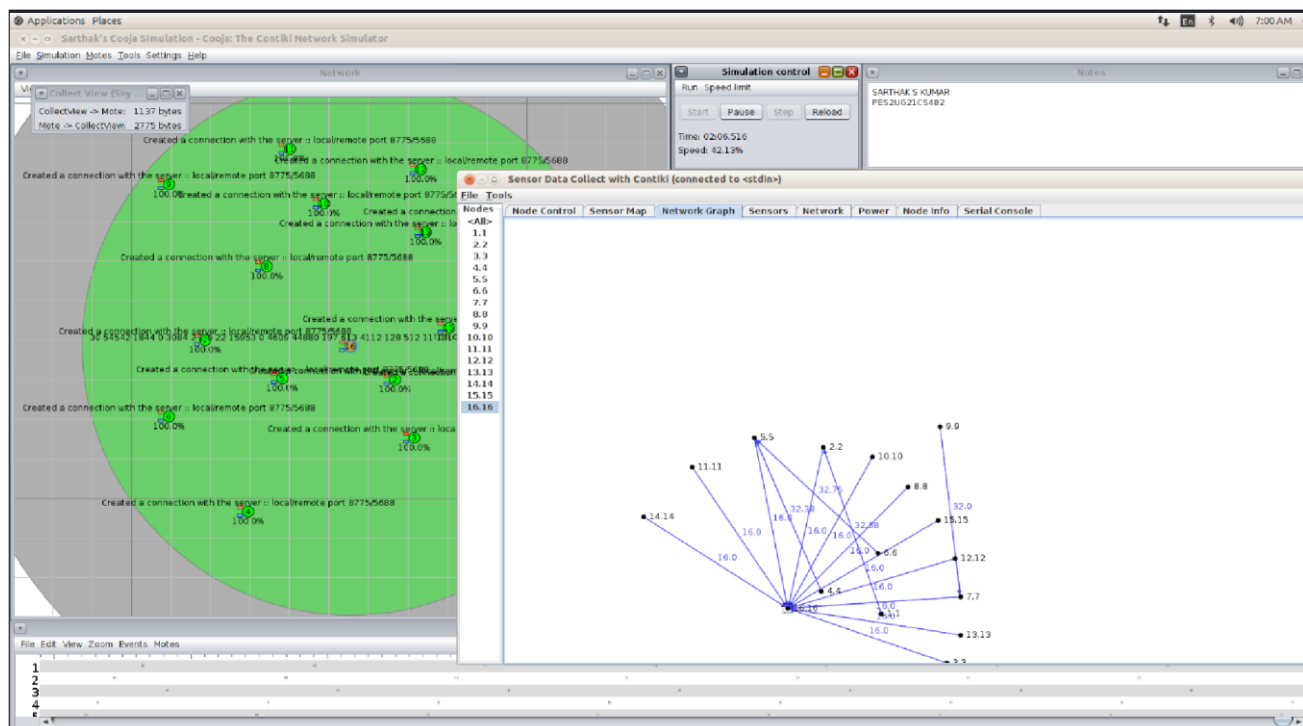
DAY – 2 ASSIGNMENT

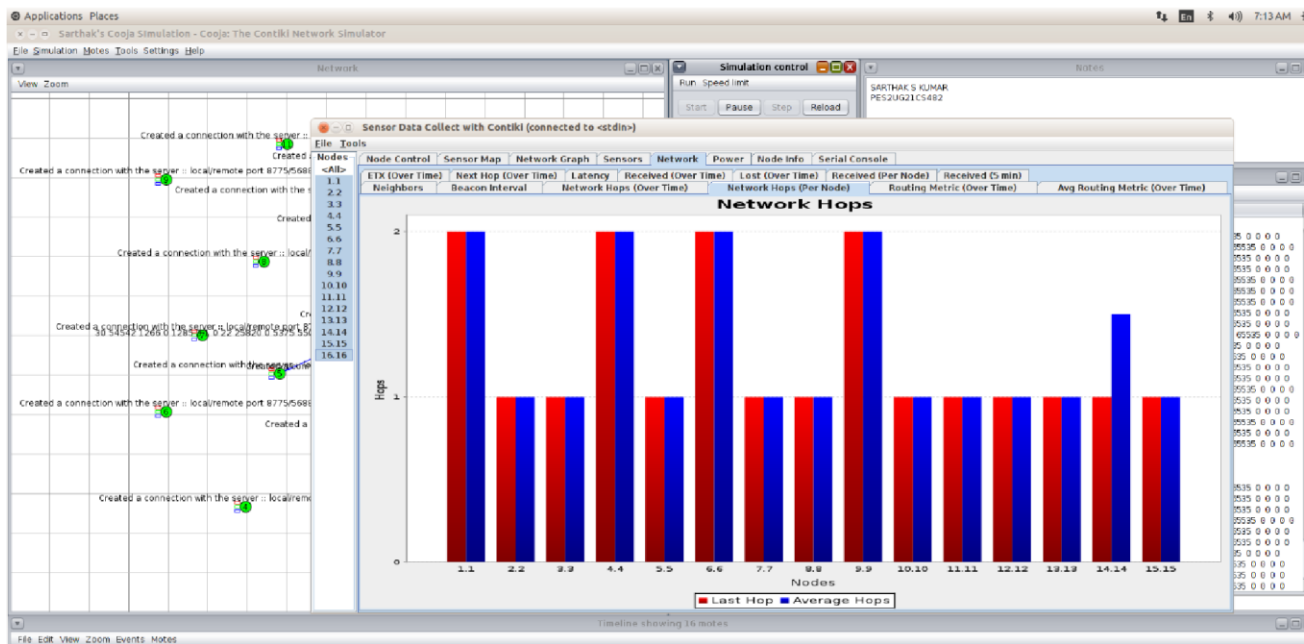
NAME: SARTHAK S KUMAR

SRN: PES2UG21CS482

SECTION: H

1. COLLECT VIEW:





4. Pcap Program:

The screenshot displays the Cooja network simulator interface, which is used for simulating network protocols. The main window shows a network diagram with several nodes and connections. The nodes are represented by green circles with labels indicating their IP addresses and MAC addresses. The connections are shown as lines between the nodes.

On the right side of the interface, there is a 'Simulation control' panel with buttons for 'Run', 'Speed limit', 'Start', 'Pause', 'Step', and 'Reload'. Below these buttons, there is a 'Notes' section for entering notes.

At the bottom of the interface, there is a 'Timeline' section showing the sequence of events in the simulation. The timeline is currently showing 11 notes.

Overlaid on the Cooja interface is a packet capture window titled 'Wireshark 1.7.2 (SVN Rev 42506 from /trunk)'. The window shows a list of captured packets with columns for 'No.', 'Time', 'Source', 'Destination', 'Protocol', and 'Length'. The first packet is a 'Destination Advertisement Object' (DAO) from 'fe80::212:7409:9:909' to 'fe80::212:740b:b0b'. The second packet is an 'Internet Control Message Protocol v6' (ICMPv6) packet from 'fe80::212:7409:9:909' to 'fe80::212:740b:b0b'.

The packet capture window also shows the details of the selected packet, including the 'Internet Protocol Version 6' (IPv6) header and the 'Internet Control Message Protocol v6' (ICMPv6) payload. The payload is a 'Hello 1 from the client' message.

5. Varying Transmission (Tx) & Interference Range

