	PAGE NO.:
European Service Control Contr	Name: Siddharth Goyal 2021 IMT-098
40 /	rotolomia sot Mobile Computing Experimental of
	client point float the client's terminat i
	Title - To study the path taken by a requestroind the
	application throughputinoforMobilewuserian
	190023001e x 3erver 1p-0dayess
	Purpose of Experiment:
Seives	in The spurpose of experiment, is ato understand the various
	routes through which packets/message could be sent from
LLE	one node to node and various intermediate nodes/routes
	cinvolved in adifferent paths and board sale at
Water Street	The second part of experiment his indulge in learning
	how we con jet a service/application hosted in server
nestof	from own client node and what is simplect of position
	change in getting! these services from the server
basi	Experimental Setup wingon to notherwests add-
	The topology iused in othis experimentalis some as
	that of previous experiment involving components
1	like Server 4 user, PC, MDR routes wireless network.
1 = 1 ×	All the actions required to stort bette temulator to
atu	creater topology to finally Starting the Simulation are
11/6/20	Some nois 18th cexperiment and an bacamas
	pockets to reach the client from server
	Topologyal Diogramitic tout average agent au -
212311	er source to unique services diw action
	Pocket transmer different public
4	at stoll and sew Quitovardo Jazzat moit
oitourio	instablis at book of the wifely Routes with
100	
	$(((i))) \bigcirc ((i)) \bigcirc ((i))$
User	
Client	Pc Treless network

PAGE NO .: SCO-IMILISOP Maine Siddbarth Goval In this experiment first stort the Simulator click on client PC. If will Stort the client's terminal. It will Title - To study the path taken by a requestrated the There = arunticoommond discount noith siggo tracerouse < server-ip-oddress> Plymose of Experiment: wirey and Thisperwilling show! pathrinbetween our reliented and Server mit to with bloop - address soft nin termediately nodes, entury one node to node and various interinediate notice fronts -In the second Partition experiment; run an copplication gian on iserveraiond thry tax occess tit from clientiusing the commande woet server-ips/ tile name ond see anitional the technique industrioughput ochieved of time taken, remby schanging reposition rofilclienties or gando -The observation of experiment contiber wisualized an alon athembias not shumerical adata presented on chient's derminal during the simulations took like Sexver & user, Pr. Mar Youngs wardese network. at rat Result and tobservation original another and UA no notolinable observed that ilonit romaing the trace troute command we can Beenithexpathe taken by different packets to reach the client from Berver. twe also observe that withmontiple connectivity option with varying quality of service, requests 1 packets traverse different paths. from these observations we can note that different paths could be used in different situation resulting in different delays between user and application." Mill MYOWHER TREHUNTH

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-In the Second part of experiment we see the throughput achieved when Some application is accessed from client. Also throughput is changed when we try to move the user around to change the packet loss and connectivity.

From these observations we learn that nearer the client to server, the higher is throughput and farther the client from server (or more packet loss), the lesser is throughput.