National University of Computer and Emerging Sciences



**Laboratory Manuals**

*for*

**Computer Networks**

(CL -307)

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Lab Manual 09

# Objective:

# Run basic TCL commands

# Introduction to NS-2

# Simulate a basic topology

**Basics of the TCL Language**

**Tcl and Otcl Programming Tutorial**

Tcl (Tool Command Language) is a language with a very simple syntax and it allows easy integration with other languages. The characteristics of this language are:

1. It allows a faster development
2. It provides a graphical interface
3. It is compatible with many platforms
4. It is easy to use

**Basics of Tcl and Otcl Programming**

1. Assigning a value to a variable depends on the “**set**” command; “**set b 0**” is equivalent to “**b=0**”, the set command is irrespective of datatype i.e “**int b=0**” is equivalent to “**set b 0**” and “**double pi=3.142**” is equivalent to “**set pi 3.142**”. In Tcl variables are not typed. A variable can be an integer, double or string depending on the value you assign to it.
2. If we want to use a value assigned to a variable we should use a $ sign before it.

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| **C++** | **Tcl** |
| **int a=20;**  **int b;**  **b=a;** | **set a 20**  **set b $a** |

1. To display an output the command “**puts**” is used.

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| **C++** | **Tcl** |
| **int x=67;**  **cout<<x;** | **set x 67**  **puts “x $x”** |

1. To take input in a variable **gets stdin** is used

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| **C++** | **Tcl** |
| **int x;**  **cin>>x;** | **set x [gets stdin]** |

1. The sign # starts a commented line that is not part of the program, so the tcl interpreter will not execute this line.
2. A mathematical operation is done using **the expression command**. For example we wish to assign to a variable x the sum of values of a and b, we should write **set x [expr $a + $b]**

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| **C++** | **Tcl** |
| **x=a+b** | **set x [expr $a + $b]** |
| **d = (a-b)\*c** | **set d [ expr [ expr $a - $b] \* $c ]** |

1. The structure of an if command is as follows:

**if {expression } {**

**<execute some commands>**

**} else {**

**<execute some commands>**

**}**

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| **C++** | **Tcl** |
| **If(x<2)**  **cout<<”x is lesser”;**  **else cout<<”x is greater”;** | **if {$x < 2} {**  **puts “x is lesser”**  **else {**  **puts “x is greater”**  **}** |

The if command can be nested within other if and else that can appear in the <execute some commands> part. When testing equality we should use ==. Inequality is written with !=.

1. Loops have the following form:

**for {set i 0} {$i < 5} { incr i} {**

**<execute some commands>**

**}**

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| **C++** | **Tcl** |
| **for (int x=0; x<5; x++)**  **{ …**  **}** | **for {set x 0} {$x < 5} {incr x} {**  **…**  **}** |

**Steps for compiling tcl code**

* Save your tcl code on Desktop **filename.tcl**
* Open terminal (go to Desktop), write **ns filename.tcl**

**In Lab Statement 1: [5]**

Write a TCL Script that will take a number from user (user will give you a number greater than 4):

* 1. If the number is even then you will print all even integers (starting from 4) until that number
  2. If the number is odd then you will print all the odd integers (starting from 3) until that number

**INTRODUCTION TO NS-2**

Network Simulator-2

An NS Simulator starts with the following command:

**set ns [new Simulator]**

In order to have output files for visualizations (**nam** files) we need to create files using open command:

**# opennam file**

**set nf [open out.nam w]**

**$ns namtrace-all $nf**

The termination of the program is done using the finish procedure:

**# define a finish procedure**

**proc finish {} {**

**global ns nf**

**$ns flush-trace**

**close $nf**

**exec nam out.nam &**

**exit 0**

**}**

We should call the procedure finish at the end of the ns program and specify at what time the termination should occur. For example:

**$ns at 5.0 “finish”**

This command will be used to call finish at 5.0 sec.

The simulation can begin by using the following command. This command should be the last line of the code.

**$ns run**

**Demo Codes:**

You are provided with two demo codes in which two nodes are linked to each other and data is being sent from one node to other node. One code uses UDP and CBR for data transfer and other code uses TCP and FTP for data transfer. Go through the slides and codes and implement the In Lab statement given below.

# In lab Statement 2: [15]

**Write tcl script to implement the simple network shown in the figure below**

1. This network consists of 4 nodes (n0, n1, n2, n3)
2. The duplex links between n0 and n2, and n1 and n2 have 2 Mbps of bandwidth and 10 ms of delay.
3. The duplex link between n2 and n3 has 1.7 Mbps of bandwidth and 20 ms of delay.
4. Each node uses a **DropTail queue**, of which the maximum size is 10. You will have to orient the nodes as shown in the diagram below.
5. A "tcp" agent is attached to n1, and a connection is established to a tcp "sink" agent attached to n3.
6. A tcp "sink" agent generates and sends ACK packets to the sender (tcp agent) and frees the received packets.
7. A "udp" agent that is attached to n0 is connected to a "null" agent attached to n3. A "null" agent just frees the packets received.
8. A "**ftp"** and a "**cbr" traffic** generator are attached to "tcp" and "udp" agents respectively, and the "cbr" is configured to generate packets having size of 1 Kbytes at the rate of 100 packets per second.
9. FTP will control the traffic automatically according to the throttle mechanism in TCP.
10. The traffic flow of UDP must be colored red and traffic flow of TCP must be colored blue.
11. The "cbr" is set to start at 0.1 sec and stop at 4.5 sec,
12. "ftp" is set to start at 0.5 sec and stop at 4.0 sec.

