**TERMWORK 6 STEPS (NS3)**

**Step 1 :** Open **UBUNTU** and locate and open **ns-allinone-3.28** folder on **Desktop**.

**Step 2 :** Go to **ns-3.28** folder and open **examples->tutorial->first.cc**

**Step 3 :** In **first.cc** , include the following code.

**#include “ns3/netanim-module.h”**

**AnimationInterface anim(“first, xml”);**

**AsciiTraceHelper ascii;**

**pointToPoint.EnableAsciiAll(ascii.CreateFileStream(“first.tr”));**

**pointToPoint.EnablePcapAll(“first”);**

**Step 4 :** Copy **first.cc** and paste it in **ns-3.28->scratch** folder. Remember that scratch folder should contain only one .cc example file and it must contain scratch executable file named scratch-simulator.cc and other files can be deleted.

**Step 5 :** Open terminal and change working directory to Desktop by **cd Desktop** and type following commands to go to location where scratch executable file is located i.e. scratch folder.

**Step 6 :** **cd ns-allinone-3.28**

**Step 7 :** **cd ns-3.28**

**Step 8 :** Run the **first.cc** by entering following command.

**./waf –run scratch/first**

**Step 9 :** Once build is successful, return to **ns-allinone-3.28** folder with **cd ../** and enter into **netanim-3.108** with **cd netanim-3.108**

**Step 10 :** Now to see the animation, we have to open NetAnim software. So open by entering **./NetAnim** on terminal.

**Step 11 :** In NetAnim, open **first.xml** by clicking on **open XML trace file** icon.

**Step 12 :** Click on **run option/icon** to see the animation. To see the packet transfer, open **Packets Tab**.