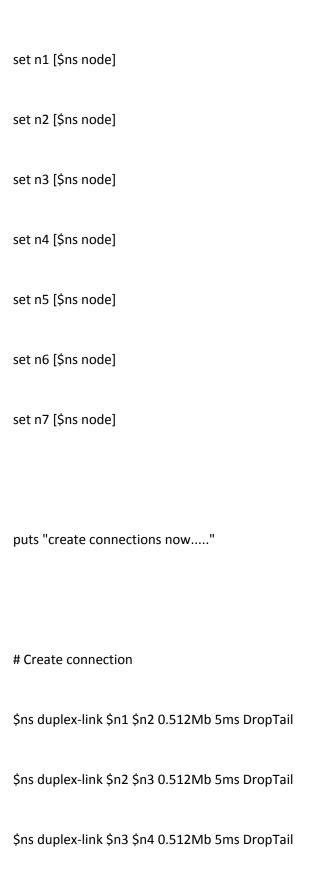
Computer networks lab Lab 08

Question no.01: set ns [new Simulator] # Set routing protocol \$ns rtproto DV # Open nam tracefile set nf [open prob1.nam w] # Open tracefile set nt [open trace.tr w]

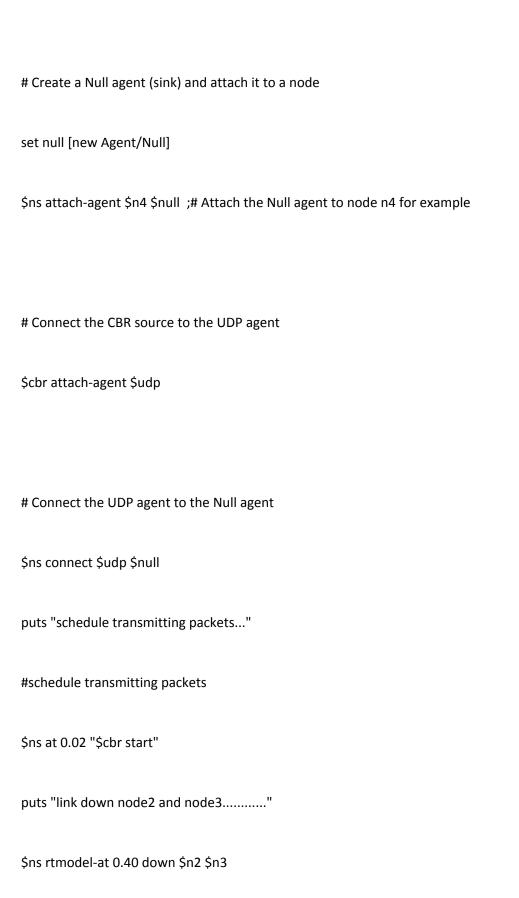
\$ns namtrace-all \$nf

```
$ns trace-all $nt
#Define a 'finish' procedure
proc finish {} {
global ns nf nt
$ns flush-trace
close $nf
close $nt
exec nam -a prob1.nam &
exit 0
}
# create 7 nodes
puts "create 7 nodes now....."
```



\$ns duplex-link \$n4 \$n5 0.512Mb 5ms DropTail \$ns duplex-link \$n5 \$n6 0.512Mb 5ms DropTail \$ns duplex-link \$n6 \$n7 0.512Mb 5ms DropTail \$ns duplex-link \$n7 \$n1 0.512Mb 5ms DropTail puts "Create agents and attach to appropriate nodes..." # Create a CBR traffic source set cbr [new Application/Traffic/CBR] \$cbr set packetSize_ 500 ;# Adjust the packet size as needed \$cbr set interval_ 0.005 ;# Adjust the interval to control the rate # Create a UDP agent and attach it to a node set udp [new Agent/UDP]

\$ns attach-agent \$n1 \$udp ;# Attach the UDP agent to node n1

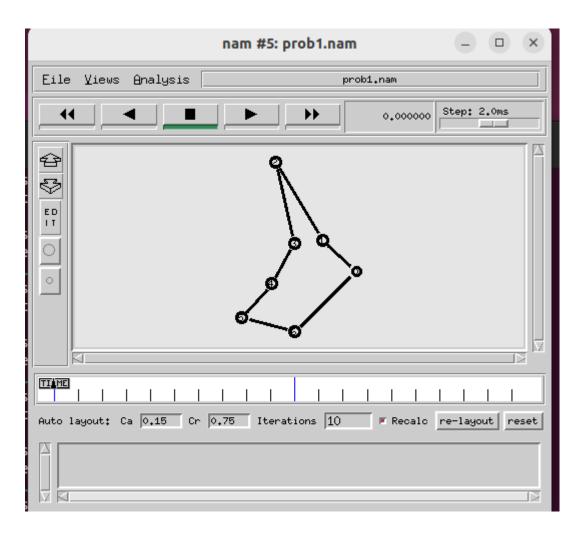


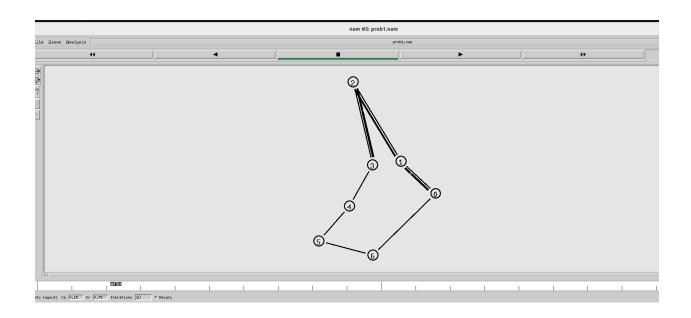
```
$ns rtmodel-at 1.0 up $n2 $n3
$ns at 1.5 "$cbr stop"
$ns at 2.00 "finish"
# Create a queue monitor
set qm0_1 [new QueueMonitor]
set qm0_6 [new QueueMonitor]
# Link the queue monitor to the appropriate queues
$ns monitor-queue $n1 $n2 $qm0_1
$ns monitor-queue $n6 $n7 $qm0_6
# Define a procedure to write queue statistics to a file
proc record_queue_stats {} {
  global qm0_1 qm0_6
```

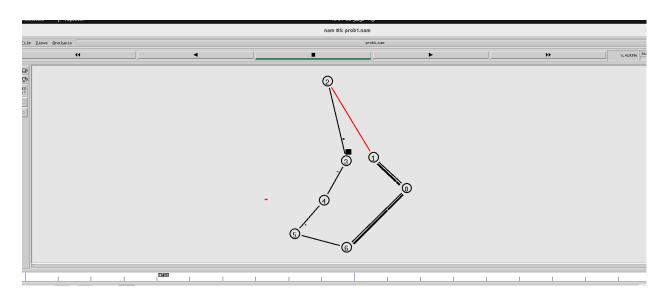
```
set time 0.5 ;# Set the time interval for recording queue stats
set file0_1 [open qm0_1.tr w]
set file0_6 [open qm0_6.tr w]
puts $file0_1 "Time\tPacketsInQueue"
puts $file0_6 "Time\tPacketsInQueue"
while {$time <= 2.0} {
  puts $file0_1 "$time\t[$qm0_1 pkts]"
  puts $file0_6 "$time\t[$qm0_6 pkts]"
  update time $time + 0.5
}
close $file0_1
close $file0_6
```

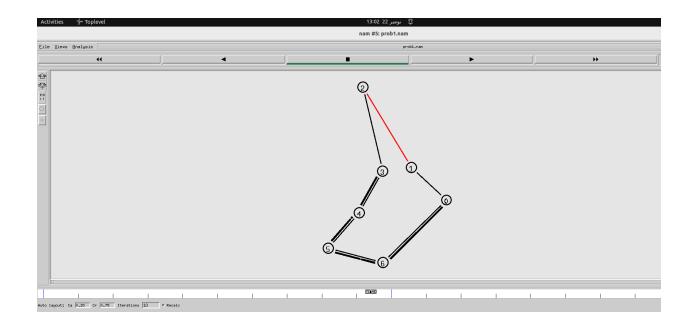
}

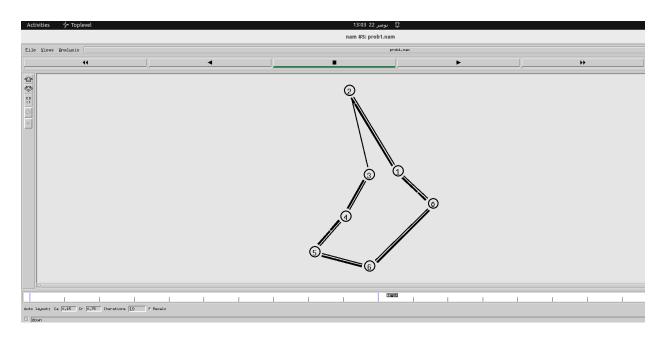
\$ns run

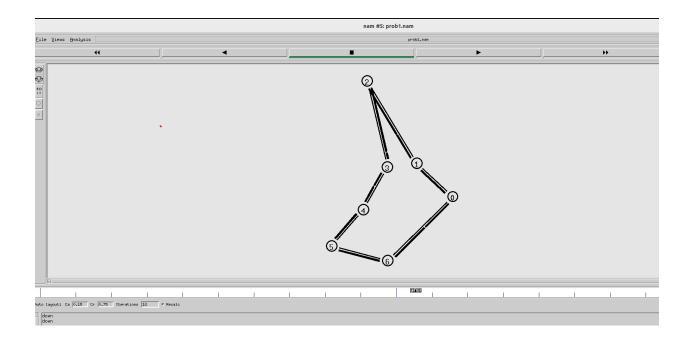












- a) Initially, the shortest path was chosen as according to the distance vector algorithm i.e 0-1-2-3. It is a type of algorithm used by packets to discover routes from source to destination. Usually the bellman ford algorithm is used. Packets travel via ports that lead from one router to another. Distance determines the number of hops a packet would take. These distance and direction algorithms help to decide the path of the packet
- b) After the links fail, the packets follow an alternative path to the destination as the current shortest path is no longer able to be used. The alternate path is detected during the initialization of DV.(0-6-5-4-3)
- c) If we remove the DV routing algorithm, the network would no longer have a protocol to route packets. The consequences would depend upon the underlying NS2 defaults.

question no.02: set ns [new Simulator]

Set routing protocol

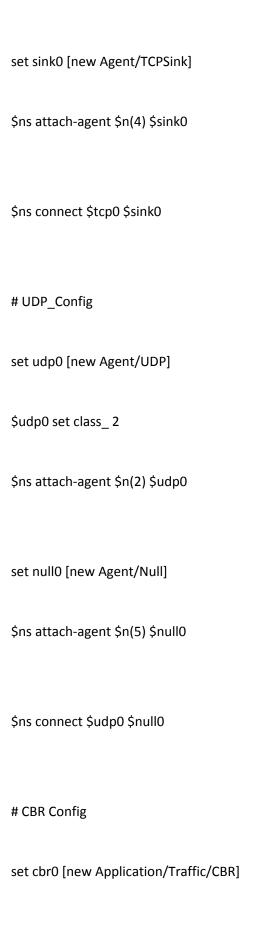
\$ns rtproto DV

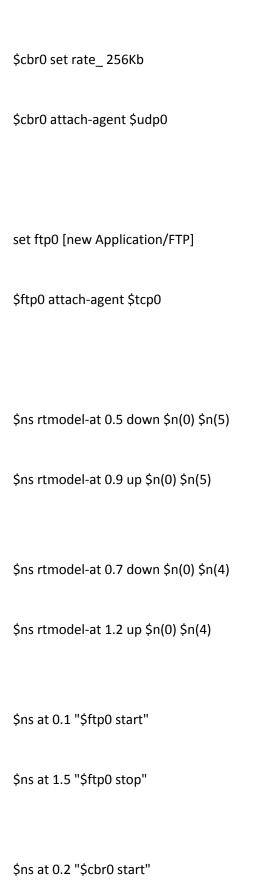


```
close $nt
exec nam -a prob1.nam &
exit 0
}
# Creating Nodes
for {set i 0} {$i < 7} {incr i} {
  set n($i) [$ns node]
}
# Creating Links
for \{\text{set i 1}\} \{\text{$i < 7}\} \{\text{incr i}\} \{
  $ns duplex-link $n(0) $n($i) 512Kb 10ms SFQ
}
# Orienting The nodes
```

\$ns duplex-link-op \$n(0) \$n(1) orient left-up \$ns duplex-link-op \$n(0) \$n(2) orient right-up \$ns duplex-link-op \$n(0) \$n(3) orient right \$ns duplex-link-op \$n(0) \$n(4) orient right-down \$ns duplex-link-op \$n(0) \$n(5) orient left-down \$ns duplex-link-op \$n(0) \$n(6) orient left \$ns color 1 blue \$ns color 2 red #TCP_Config set tcp0 [new Agent/TCP] \$tcp0 set class_1

\$ns attach-agent \$n(1) \$tcp0





\$ns at 1.3 "\$cbr0 stop"

\$ns at 2.0 "finish"

\$ns run

