**Lab 2**

**Introduction:**

The ns-3 simulator is a discrete-event network simulator targeted primarily for research and educational use. The ns-3 project, started in 2006, is an open-source project developing ns-3.We’ll review some terms that are commonly used in networking, but have a specific meaning in ns-3. To explain the concepts and abstractions a code is also provided. The basic ns-3 computing device abstraction is called node.Media over which the data flow in networks are called channels.Network interface cards are controlled using the network device drivers called net devices referred in

UNIX.

**Objective:**

Build and analyze simple topology using point to point link

**APPLICATION:**

NS-3 sould be used for education purposes.

We use point to point topology by such we understands the example and then we understand the point point to topolgy and its applications.the connection between the remote and the television present at home. When the user uses the remote to control the television there exists a point to point topology in between the television and the remote

**ISSUE:**

We face major issues in our pcs it should never works properply and we get errors in runnging our code files.

**CONCLUSION:**

In this lab we learn basics code of point to point topology and understand their source code how they work and little bit changes on it which is given in our mannual.