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| Ns2 | Ns3 |
| It is implemented consisting of C++ (core of the simulator) and oTcl( script stands for object Tool command language to create network topology) | It is implemented using C++ for writing simulation script; additionally there is also a limited for Python Language for scripting and visualization. |
| Slower because of bi-language support. | Much faster as compared to ns2 due to the removal of overhead present in ns2 |
| Ns2 is only limited to simulation. | It has an emulation mode, which give it privileges for the integration with real networks |