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// Fifth.cc

```cpp
#include "ns3/core-module.h"
#include "ns3/network-module.h"
#include "ns3/csma-module.h"
#include "ns3/applications-module.h"
#include "ns3/internet-apps-module.h"
#include "ns3/internet-module.h"
#include "ns3/netanim-module.h"
using namespace ns3;


int
main ()
{
 std::string animFile="fifth.xml";

  NodeContainer nodes;
  nodes.Create (3);

  CsmaHelper csma;
  csma.SetChannelAttribute ("DataRate", DataRateValue
(DataRate (5000000)));
  csma.SetChannelAttribute ("Delay", TimeValue
(MilliSeconds (2)));
  NetDeviceContainer devs = csma.Install (nodes);
```

```cpp
InternetStackHelper ipStack;
ipStack.Install (nodes);


Ipv4AddressHelper ip;
ip.SetBase ("10.0.1.0", "255.255.255.0");
Ipv4InterfaceContainer interface = ip.Assign (devs);


V4PingHelper ping = V4PingHelper
(interface.GetAddress (2));
NodeContainer pingers;
pingers.Add (nodes.Get (0));
pingers.Add (nodes.Get (1));
ApplicationContainer apps = ping.Install (pingers);
apps.Start (Seconds (2.0));
apps.Stop (Seconds (5.0));


csma.EnablePcapAll ("csma-ping", true);

 AnimationInterface anim(animFile);
anim.SetConstantPosition(nodes.Get(0),10.0,60.0);
anim.SetConstantPosition(nodes.Get(1),10.0,100.0);
anim.SetConstantPosition(nodes.Get(2),50.0,60.0);
```

```
  Simulator::Run ();
  Simulator::Destroy ();
}
```

Output: