**// Fifth.cc**

#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);

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:

