Practical No: 1

Aim: Installation of NS-3 in Linux

Objective: To learn to Install NS3 in Ubuntu Linux.

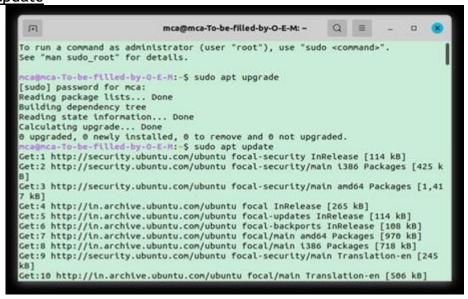
Theory: NS-3 has been developed to provide an open, extensible network simulation platform, for networking research and education. In brief, ns-3 provides models of how packet data networks work and perform and provides a simulation engine for users to conduct simulation experiments. NS-3 is primarily developed on GNU/Linux and macOS platforms, and the minimal requirements to run basic simulations are a C++ compiler; either g++ or clang++ compiler, and Python (version 3) interpreter.

Program: After Installing Ubuntu 20.04 LTS successfully, you can now start with installing of NS3 packages.

List of Packages for Installing ns-3 in Ubuntu Systems

Prequisite for installing NS3.32

sudo apt upgrade Sudo apt update



```
mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install g++ python3
Reading package lists... Done
Building dependency tree
Reading state information... Done
python3 is already the newest version (3.8.2-Oubuntu2).
python3 set to manually installed.
The following additional packages will be installed:
  binutils binutils-common binutils-x86-64-linux-gnu cpp-9 g++-9 gcc gcc-9
  gcc-9-base libasan5 libatomic1 libbinutils libc-dev-bin libc6 libc6-dbg
  libc6-dev libcrypt-dev libctf-nobfd0 libctf0 libgcc-9-dev libitm1 liblsan0
  libquadmath0 libstdc++-9-dev libtsan0 libubsan1 linux-libc-dev manpages-dev
Suggested packages:
  binutils-doc gcc-9-locales g++-multilib g++-9-multilib gcc-9-doc
  gcc-multilib make autoconf automake libtool flex bison gcc-doc
  gcc-9-multilib glibc-doc libstdc++-9-doc
The following NEW packages will be installed:
  binutils binutils-common binutils-x86-64-linux-gnu g++ g++-9 gcc gcc-9 libasans libatomic1 libbinutils libc-dev-bin libc6-dev libcrypt-dev
  libctf-nobfd0 libctf0 libgcc-9-dev libitm1 liblsan0 libquadmath0
  libstdc++-9-dev libtsan0 libubsan1 linux-libc-dev manpages-dev
```

Minimal requirements for Python API users apt-get install g++ python3 python3-dev pkg-configsqlite3



Netanim animator:

qt5 development tools are needed for Netanim animator; <u>apt-get install qt5-default</u> mercurial

```
Reading package lists... Done

Reading state information... Done

Profiloring additional packages will be installed:

Profiloring additional packages will be installed:

No following additional packages will be installed:

No following additional packages will be installed:

No following additional packages will begli libgl-dev libglidev libglis libgles? libglus-mesa-dev libglund8 libglx-dev libglus0 libptcre2-16-8

No following additional packages will be installed:

No following packages:

quit-inage-formatis-plugins quaylands libxis-doc libxcb-doc libxex-doc kdiffs | kdiffs-qt | kompare | meld | tkcvs | mgdiff qct

python-mysqlab python-openssi python-pyments wish pythonz-doc python-tk python2.7-doc binfnt-support default-libmysqlclient-dev

Pitrebird-dev libga-dev libsqliets-dev unixobe-dev

The following NEW packages will be installed:

No following NEW packages will be profit libgl-dev libglidev libglidev libpcre2-16-8 libptread-stubs8-dev libpython2-stdlib

No following NEW packages will be profit libgl-dev libglidev libpcre2-16-8 libptread-stubs8-dev libpython2-stdlib

No following NEW packages will be profit libgl-dev libglidev libpcre2-16-8 libptread-stubs8-dev libpython2-stdlib

No following NEW packages will be profit libglidev libpcre2-16-8 libptread-stubs8-dev libptread-s
```

ns-3-pyviz visualizer

<u>apt-get install gir1.2-goocanvas-2.0 python-gi python-gi-cairo python-pygraphviz</u> python3-gi python3-gi-cairo python3-pygraphviz gir1.2-gtk-3.0 ipython ipython3

```
mcs@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install gir1.2-goocanvas-2.8 python-gl-calro python3-gl python3-gl-calro python3-pygra phwiz gir1.2-gtk-3.0
Reading package lists... Done
Building dependency tree
Reading state information... Done
python3-gl is already the newest version (3.36.0-1).
python3-gl-calro is already the newest version (3.36.0-1).
python-gl-calro is already the newest version (2.0.4-1).
python-gl is already the newest version (3.36.0-1).
python-gl-calro is already the newest version (3.36.0-1).
python-gl-calro is already the newest version (3.36.0-1).
python-glyagraphviz is already the newest version (3.36.0-1).
python3-pygraphviz is already the newest version (3.36.0-1).
python3-pygraphviz is already the newest version (3.36.0-1).
python3-pygraphviz is already the newest version (3.36.0-1).
python3-gl-calro is already the newest version (3.36.0-1).
python3-pygraphviz is already the newest version (3.36.0-1).
python3-python3-python3-python3-python3-python3-python3-python3-
```

Debugging:

apt-get install gdb valgrind

```
mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install gdb valgrind
Reading package lists... Done
Building dependency tree
Reading state information... Done
gdb is already the newest version (9.2-Oubuntu1~20.04.1).
valgrind is already the newest version (1:3.15.0-1ubuntu9.1).
The following package was automatically installed and is no longer required:
libfwupdplugin1
Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

Doxygen and related inline documentation: sudo apt-get install doxygen graphviz imagemagick

```
mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install doxygen graphviz imagemagick
Reading package lists... Done
Building dependency tree
Reading state information... Done
doxygen is already the newest version (1.8.17-Oubuntu2).
graphviz is already the newest version (2.42.2-3build2).
imagemagick is already the newest version (8:6.9.10.23+dfsg-2.1ubuntu11.4).
```

<u>Sudo apt-get install texlive texlive-extra-utils texlive-latex-extra texlive-font-utils</u> dvipng latexmk

```
Reading package lists... Done
Building dependency tree
Reading state information... Done
dvipng is already the newest version (1.15-1.1).
latexnk is already the newest version (2019.20200218-1).
texlive is already the newest version (2019.20200218-1).
texlive-extra-utils is already the newest version (2019.20200218-1).
texlive-extra-utils is already the newest version (2019.202000218-1).
The following package was automatically installed and is no longer required:
libfaupdplugin1
Use 'sudo apt autoremove' to remove and 0 not upgraded.
```

The ns-3 manual and tutorial are written in reStructuredText for Sphinx (doc/tutorial, doc/manual,doc/models), and figures typically in dia (also needs thetexlive packages above):

apt-get install python3-sphinx dia

```
Reading package lists... Done
Building dependency tree
Reading state information... Done
python3-sphinx is already the newest version (1.8.5-7ubuntu3).
dia is already the newest version (0.97.3+git20160930-9).
The following package was automatically installed and is no longer required:
   libfwupdplugin1
Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

To read pcap packet traces

apt-get install tcpdump

```
mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install tcpdump

Reading package lists... Done

Building dependency tree

Reading state information... Done

tcpdump is already the newest version (4.9.3-4ubuntu0.1).

The following package was automatically installed and is no longer required:
   libfwupdplugin1

Use 'sudo apt autoremove' to remove it.

0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

Support for generating modified python bindings

<u>apt-get install cmake libc6-dev libc6-dev-i386 libclang-6.0-dev llvm-6.0-dev</u> automake python3-pip

```
nca@nca-To-be-filled-by-O-E-M:-$ sudo apt-get install cmake libc6-dev libc6-dev-i386 libclang-6.0-dev llvm-6.0-dev automake python3-ptp
Reading package lists... Done
Building dependency tree
Reading state information... Done
automake is already the newest version (1:1.16.1-4ubuntu0).
cmake is already the newest version (3.16.3-lubuntu1).
libclang-6.0-dev is already the newest version (1:6.0.1-14).
llvm-6.0-dev is already the newest version (1:6.0.1-14).
llbc0-dev is already the newest version (2.31-0ubuntu9.7).
llbc0-dev-i386 is already the newest version (2.31-0ubuntu9.7).
pythom3-pip is already the newest version (20.0.2-5ubuntu1.6).
The following package was automatically installed and is no longer required:
llbFwupdplugin1
Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

After installing the required packages,

create a folder named workspace in the home directory and then put the NS3 tar package into the workspace.

Go to terminal and input these commands consecutively after each command finishes executing:

cd

cd workspace tar xjf <name of NS3 downloaded filename>

cd <name of extracted NS3>

./build.py --enable-examples --enable-tests

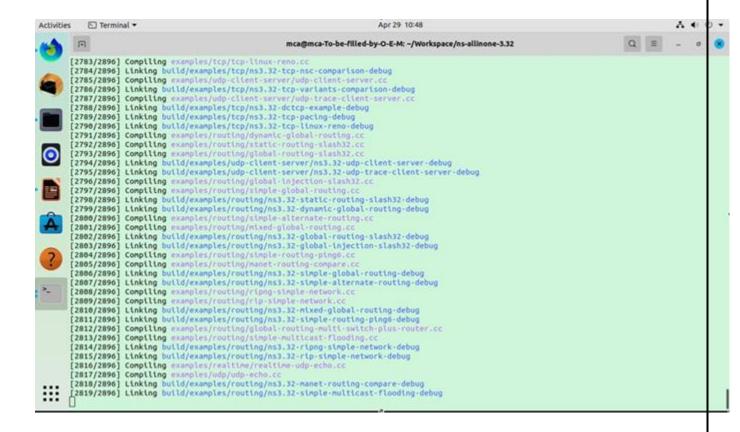
It takes time be patient !!

Test the NS3 build and installation success by running test.py in thens directory using the following commands:

cd ns-<version number>

./test.py





Practical No: 2

Aim: - Installation of NetAnim

Objective: To learn to Install Net anim in Ubuntu Linux

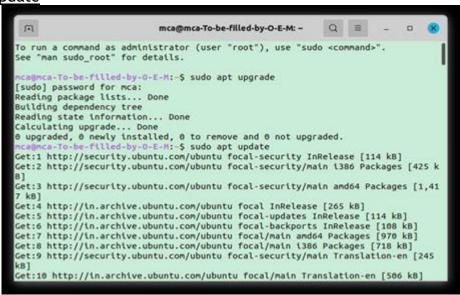
Theory: NetAnim is an offline animator based on the Qt toolkit. It currently animates the simulation using an XML trace file collected during simulation. The NetAnim application requires a custom trace file for animation. This trace file is created by AnimationInterface in ns-3.

Installation: After Installing Ubuntu 20.04 LTS successfully, you can now start with installing of Net anim packages.

List of Packages for Installing ns-3 in Ubantu Systems

Prequisite for installing NS3.32

sudo apt upgrade Sudo apt update



Minimal requirements for C++ users apt-get install g++ python3

```
mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install g++ python3
Reading package lists... Done
Building dependency tree
Reading state information... Done python3 is already the newest version (3.8.2-0ubuntu2). python3 set to manually installed.
The following additional packages will be installed:
  binutils binutils-common binutils-x86-64-linux-gnu cpp-9 g++-9 gcc gcc-9
  gcc-9-base libasan5 libatomic1 libbinutils libc-dev-bin libc6 libc6-dbg libc6-dev libcrypt-dev libctf-nobfd0 libctf0 libgcc-9-dev libitm1 liblsan0
  libquadmath0 libstdc++-9-dev libtsan0 libubsan1 linux-libc-dev manpages-dev
Suggested packages:
  binutils-doc gcc-9-locales g++-multilib g++-9-multilib gcc-9-doc gcc-multilib make autoconf automake libtool flex bison gcc-doc
  gcc-9-multilib glibc-doc libstdc++-9-doc
The following NEW packages will be installed:
  binutils binutils-common binutils-x86-64-linux-gnu g++ g++-9 gcc gcc-9 libasan5 libatomic1 libbinutils libc-dev-bin libc6-dev libcrypt-dev
   libctf-nobfd0 libctf0 libgcc-9-dev libitm1 liblsan0 libquadmath0
   libstdc++-9-dev libtsan0 libubsan1 linux-libc-dev manpages-dev
```

Minimal requirements for Python API users

apt-get install g++ python3 python3-dev pkg-configsqlite3

```
mcagnica-To-be-filled-by-O-E-M:-$ sudo apt-get install g++ python3 python3-dev pkg-config sqlite3
Reading package lists... Done
Building dependency tree.
Reading state information... Done
g+- ts already the newest version (4:9.3.0-lubuntu2).
pkg-config is already the newest version (6:29.1-0ubuntu4).
pkg-config set to manually installed.
python3 is already the newest version (6:29.1-0ubuntu2).
The following additional packages will be installed:
    libezagati idev pithon3-ever yet by the stalled:
    libezagati idev libpython3-ever yet by the stalled:
    ilibezagati idev pithon3-ever yet by the stalled:
    ilibezagati ilibpython3-ever yet by the
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             mca@mca-To-be-filled-by-O-E-M: -
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Q B - # 8
                                                                                                                                                                                                                                                                                                                                                                                                                       n3.8 libpython3.8-dev libpython3.8-minimal libpython3.8-stdlib python3-distutils python3.8
```

Netanim animator:

qt5 development tools are needed for Netanim animator; apt-get install qt5-default

```
Reading package lists... Done

Reading state information... Done

Reading additional packages will be installed:

libdouble-conversion3 libepl-dev libeplind-dev libgli libgli-dev libglind-dev libglind-d
```

ns-3-pyviz visualizer

Roll No: 14 Name: Pritesh Kotian

<u>apt-get install gir1.2-goocanvas-2.0 python-gi python-gi-cairo python-pygraphviz</u> python3-gi python3-gi-cairo python3-pygraphviz gir1.2-gtk-3.0 ipython ipython3

```
ncapica-Te-be-filled-by-0-E-M:-$ sudo apt-get install glr1.2-goocanvas-2.0 python-gl python-gl-cairo python3-gl python3-gl-cairo python3-pygra phviz glr1.2-ggk-3.0 Reading package lists... Done
Bullding dependency tree
Reading state information... Done
python3-gl is already the newest version (3.36.0-1).
python3-gl is already the newest version (3.36.0-1).
glr1.2-goocanvas-2.0 is already the newest version (2.0.4-1).
python-gl is already the newest version (3.36.0-1).
python-gl-cairo is already the newest version (3.36.0-1).
python-
```

Debugging:

apt-get install gdb valgrind

```
Reading package lists... Done
Building dependency tree
Reading state information... Done
gdb is already the newest version (9.2-Oubuntu1~20.04.1).
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Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

Doxygen and related inline documentation:

apt-get install doxygen graphviz imagemagick

```
Mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install doxygen graphviz imagemagick
Reading package lists... Done
Building dependency tree
Reading state information... Done
doxygen is already the newest version (1.8.17-0ubuntu2).
graphviz is already the newest version (2.42.2-3build2).
imagemagick is already the newest version (8:6.9.10.23+dfsg-2.1ubuntu11.4).
```

apt-get install texlive texlive-extra-utils texlive-latex-extra texlive-font-utils dvipng

```
Latexmk

mcajmca-To-be-filled-by-O-E-M:-$ sudo apt-get install texlive texlive-extra-utils texlive-latex-extra texlive-font-utils dvipng latexmk
Reading package lists... Done
Building dependency tree
Reading state information... Done
dvipng is already the newest version (1.15-1.1).
latexmk is already the newest version (2019.20200218-1).
texlive is already the newest version (2019.202000218-1).
texlive-extra-utils is already the newest version (2019.202000218-1).
texlive-font-utils is already the newest version (2019.202000218-1).
Texlive-latex-extra is already the newest version (2019.202000218-1).
The following package was automatically installed and is no longer required:
libfwupdplugin1
Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

The ns-3 manual and tutorial are written in reStructuredText for Sphinx (doc/tutorial, doc/manual, doc/models), and figures typically in dia (also needs the texlive packages above):

apt-get install python3-sphinx dia

```
mca@mca-To-be-filled-by-O-E-M:-$ sudo apt-get install python3-sphinx dia
Reading package lists... Done
Building dependency tree
Reading state information... Done
python3-sphinx is already the newest version (1.8.5-7ubuntu3).
dia is already the newest version (0.97.3+git20160930-9).
The following package was automatically installed and is no longer required:
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Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

To read pcap packet traces

apt-get install tcpdump

```
Reading package lists... Done
Building dependency tree
Reading state information... Done
tcpdump is already the newest version (4.9.3-4ubuntu0.1).
The following package was automatically installed and is no longer required:
libfwupdplugin1
Use 'sudo apt autoremove' to remove it.
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
```

Support for generating modified python bindings

<u>apt-get install cmake libc6-dev libc6-dev-i386 libclang-6.0-dev llvm-6.0-dev</u> automake python3-pip

```
Reading package lists... Done
Building dependency tree
Reading state information... Done
Building dependency tree
Building dependency
Building dependency
Building dependency tree
Building dependency
```

After installing the required packages,

create a folder named workspace in the home directory and then putthe NS3 tar package into the workspace.

Go to terminal and input these commands consecutively after each command finishes executing:

cd

cd workspace tar xjf <name of NS3 downloaded filename>

cd <name of extracted NS3>

./build.py --enable-examples --enable-tests

It takes time be patient !!

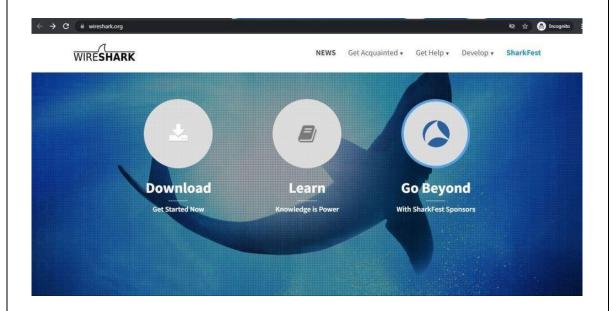
Test the NS3 build and installation success by running test.py in thens directory using the following commands:

cd ns-<version number>

./test.py

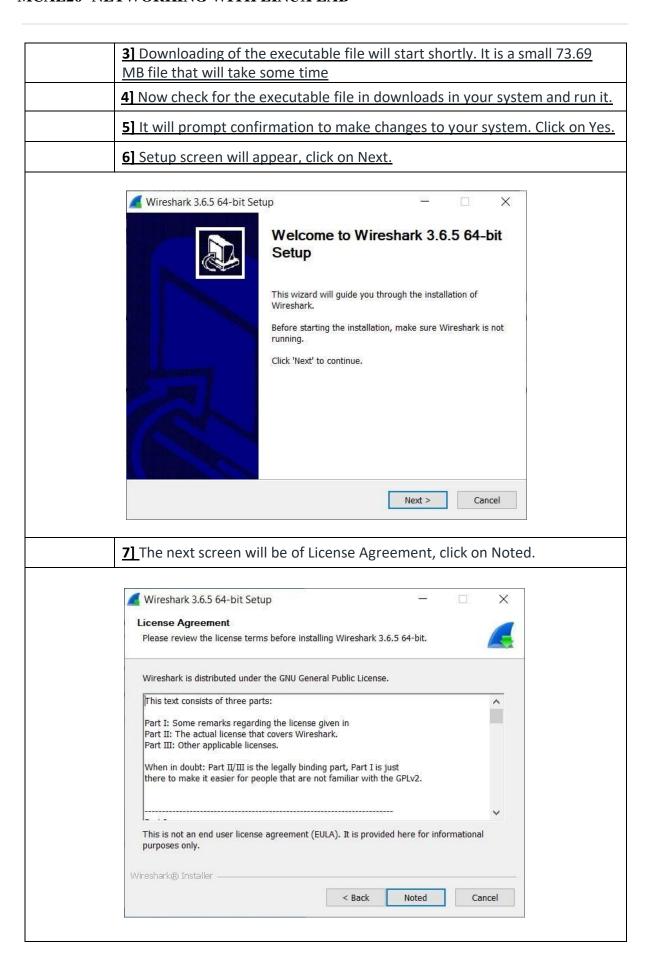


Practical - 3 AIM: Installation of Wire Shark Objective: To learn to Install Wire Shark in Ubuntu Linux Step to Install: 1] Visit the official Wireshark website using any web browser.

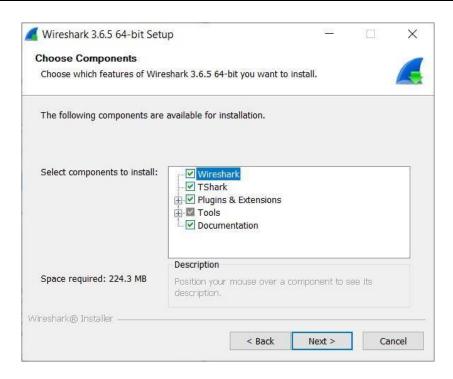


2] Click on Download, a new webpage will open with different installers of Wireshark.

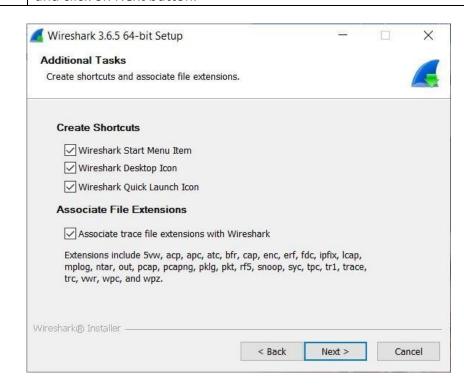




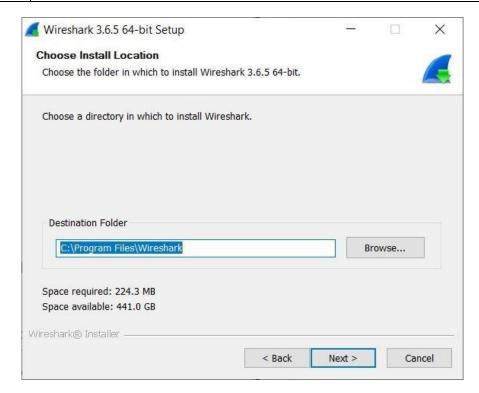
8] This screen is for choosing components, all components are already marked so don't change anything just click on the Next button.



91 This screen is of choosing shortcuts like start menu or desktop icon along with file extensions which can be intercepted by Wireshark, tick all boxes and click on Next button.

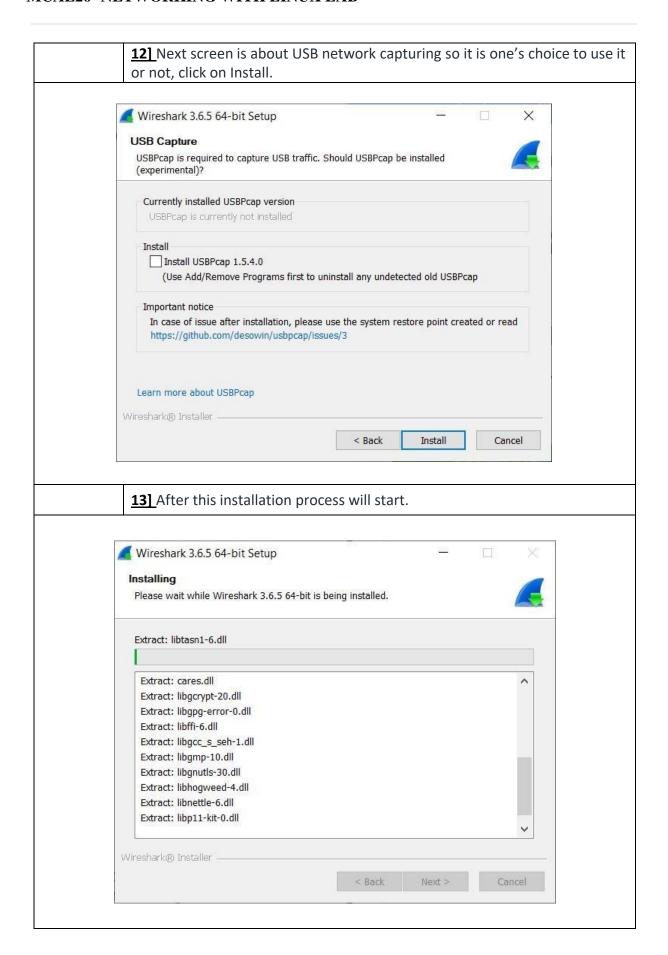


10] The next screen will be of installing location so choose the drive which will have sufficient memory space for installation. It needed only a memory space of 224.3 MB

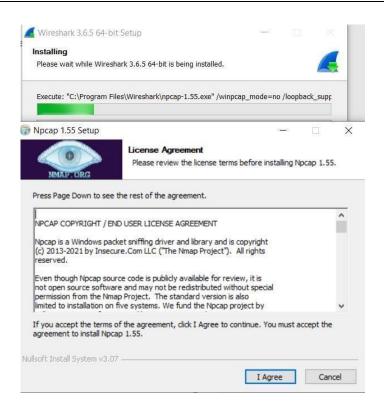


11] Next screen has an option to install Npcap which is used with Wireshark to capture packets *pcap* means packet capture so the install option is already checked don't change anything and click the next button.

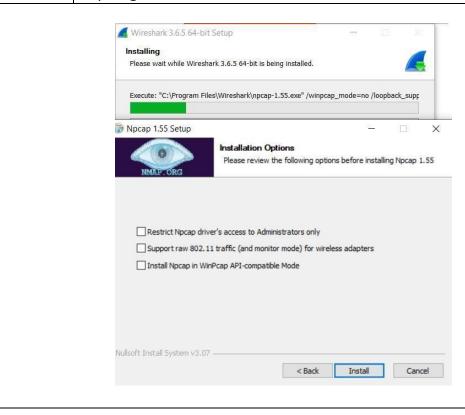


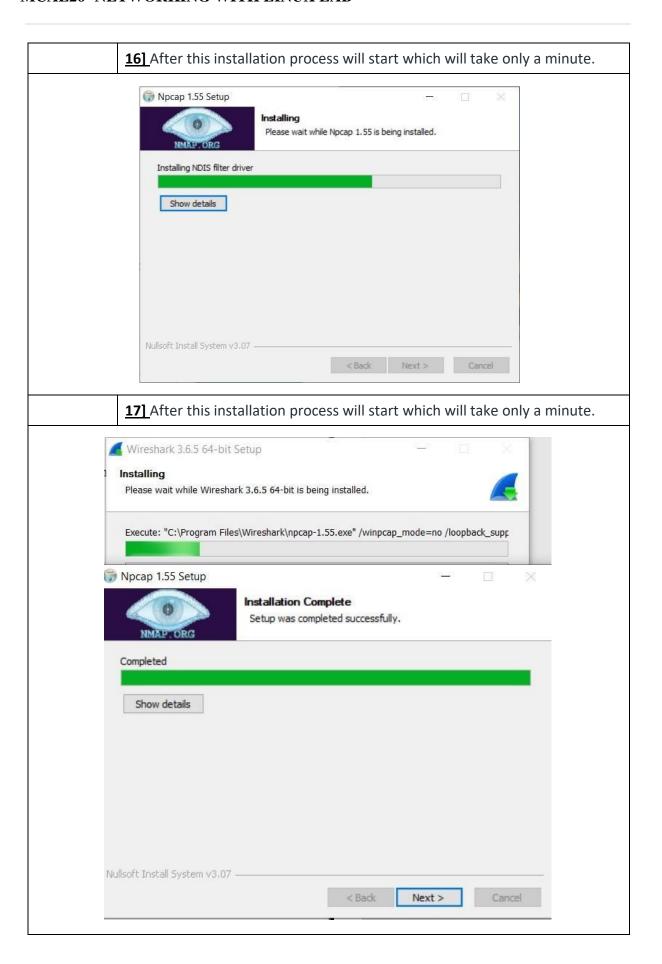


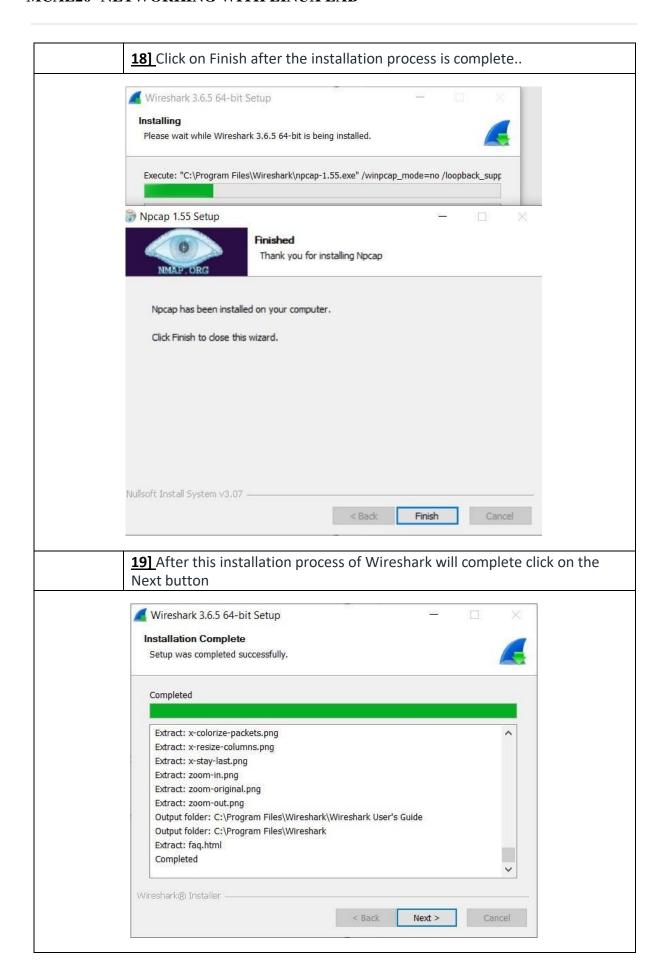
14] This installation will prompt for Npcap installation as already checked so the license agreement of Npcap will appear to click on the *I Agree* button.



15] Next screen is about different installing options of *npcap*, don't do anything click on Install.

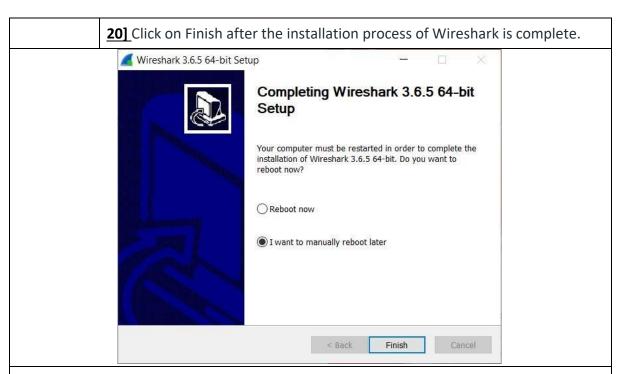






MCAL26: Networking with Linux

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Wireshark is successfully installed on the system and an icon is created on the desktop

Practical No: 4

Aim:- Program to simulate traffic between two nodes

Objective: To learn simulate traffic between two nodes and print String.

Theory: The Simulation Generate node provides an easy way to generate simulated data, either without historical data using user specified statistical distributions, or automatically using the distributions obtained from running a Simulation Fitting node on existing historical data.

Program:

First.cc

```
#include "ns3/core-module.h" #include "ns3/network-module.h" #include "ns3/internet-module.h"
#include "ns3/point-to-point-module.h"#include "ns3/applications-module.h"
// Default Network Topology
//
//
       10.1.1.0
// n0 n1
//
       point-to-point
//
using namespace ns3;
NS_LOG_COMPONENT_DEFINE ("FirstScriptExample");int
main (int argc, char *argv[])
CommandLine cmd (_FILE_); cmd.Parse (argc, argv); Time::SetResolution (Time::NS);
LogComponentEnable ("UdpEchoClientApplication",
LOG_LEVEL_INFO);
LogComponentEnable ("UdpEchoServerApplication",LOG_LEVEL_INFO);
NodeContainer nodes; nodes.Create (2); PointToPointHelper pointToPoint;
pointToPoint.SetDeviceAttribute ("DataRate", StringValue("5Mbps"));
pointToPoint.SetChannelAttribute ("Delay", StringValue("2ms"));
NetDeviceContainer devices:
devices = pointToPoint.Install (nodes);InternetStackHelper stack; stack.Install (nodes); Ipv4AddressHelper
address:
address.SetBase ("10.1.1.0", "255.255.255.0");
lpv4InterfaceContainer interfaces = address.Assign(devices);
UdpEchoServerHelper echoServer (9);
ApplicationContainer serverApps = echoServer.Install(nodes.Get (1));
serverApps.Start (Seconds (1.0));
serverApps.Stop (Seconds (10.0));
UdpEchoClientHelper echoClient (interfaces.GetAddress (1),9);
echoClient.SetAttribute ("MaxPackets", UintegerValue (1));echoClient.SetAttribute ("Interval", TimeValue
(Seconds
(1.0)));
echoClient.SetAttribute ("PacketSize", UintegerValue(1024));
ApplicationContainer clientApps = echoClient.Install(nodes.Get (0));
clientApps.Start (Seconds (2.0));
```

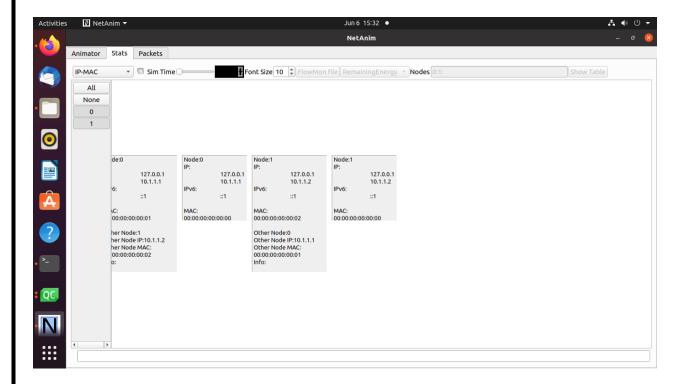
MCAL26: Networking with Linux

Page No. 22

```
clientApps.Stop (Seconds (10.0));
Simulator::Run (); Simulator::Destroy ();return 0;
}
```

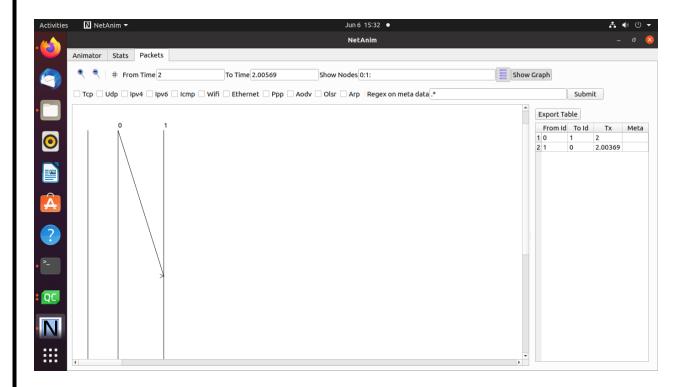
Terminal and Output Screen:

```
mca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/netanim-3.108$ cd ...
mca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34$ cd ns-3.34
nca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/ns-3.34$ ./waf --run first.cc
Waf: Entering directory "/home/mca/repos/ns-allinone-3.34/ns-3.34/build' ^[[A[1953/2007] Compiling scratch/first.cc
[1968/2007] Linking build/scratch/first
                        '/home/mca/repos/ns-allinone-3.34/ns-3.34/build'
Build commands will be stored in build/compile_commands.json
build' finished successfully (4.659s
AnimationInterface WARNING:Node:0 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:0 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
At time +2s client sent 1024 bytes to 10.1.1.2 port 9
At time +2.00369s server received 1024 bytes from 10.1.1.1 port 49153
At time +2.00369s server sent 1024 bytes to 10.1.1.1 port 49153
At time +2.00737s client received 1024 bytes from 10.1.1.2 port 9
mcagmca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/ns-3.34$ cd .
mca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34$ cd netanim-3.108
nca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34/netanim-3.108$ ./NetAnim
```



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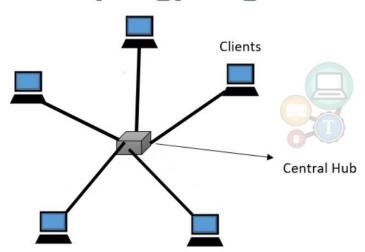
Practical No: 5

Aim:- Program to simulate star topology

Objective: To learn simulate star topology.

Theory: Star topology is a network topology in which each network component is physically connected to a central node such as a router, hub or switch. In a star topology, the central hub acts like a server and the connecting nodes act like clients.

Star Topology Diagram



When a computer sends data to other computers on the network, it is sent along the cable to a central hub or switch, which then determines which port it needs to send the data through for it to reach the proper destination.

Program:

star.cc

```
#include "ns3/core-module.h"
#include "ns3/network-module.h"
#include "ns3/internet-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/applications-module.h"
#include "ns3/point-to-point-layout-module.h"

// Network topology (default)

// n2 n3 n4 .

// \ \ | / .

// n1--- n0---n5 .

// / | \ .

// n8 n7 n6 .
```

```
using namespace ns3;
    NS LOG COMPONENT DEFINE ("Star"); int
    main (int argc, char *argv[])
     //
     // Set up some default values for the simulation.
     Config::SetDefault ("ns3::OnOffApplication::PacketSize", UintegerValue (137));
     // ??? try and stick 15kb/s into the data rate
     Config::SetDefault ("ns3::OnOffApplication::DataRate", StringValue ("14kb/s"));
     // Default number of nodes in the star. Overridable by command line argument.
     uint32 t nSpokes = 8;
     CommandLine cmd ( FILE );
     cmd.AddValue ("nSpokes", "Number of nodes to place in the star", nSpokes);
      cmd.Parse (argc, argv);
     NS LOG INFO ("Build star topology.");
     PointToPointHelper pointToPoint;
     pointToPoint.SetDeviceAttribute ("DataRate", StringValue ("5Mbps"));
pointToPoint.SetChannelAttribute ("Delay", StringValue ("2ms"));
     PointToPointStarHelper star (nSpokes, pointToPoint);
     NS LOG INFO ("Install internet stack on all nodes.");
     InternetStackHelper internet;
     star.InstallStack (internet);
     NS LOG INFO ("Assign IP Addresses.");
     star.AssignIpv4Addresses (Ipv4AddressHelper ("10.1.1.0", "255.255.255.0"));
     NS LOG INFO ("Create applications.");
     // Create a packet sink on the star "hub" to receive packets.
     uint16 t port = 50000;
     Address hubLocalAddress (InetSocketAddress (Ipv4Address::GetAny (), port));
     PacketSinkHelper packetSinkHelper ("ns3::TcpSocketFactory", hubLocalAddress);
     ApplicationContainer hubApp = packetSinkHelper.Install (star.GetHub ());
hubApp.Start (Seconds (1.0));
     hubApp.Stop (Seconds (10.0));
    // Create OnOff applications to send TCP to the hub, one on each spoke node.
     OnOffHelper onOffHelper ("ns3::TcpSocketFactory", Address ());
onOffHelper.SetAttribute ("OnTime",
StringValue("ns3::ConstantRandomVariable[Constant=1]"));
     onOffHelper.SetAttribute ("OffTime",
StringValue("ns3::ConstantRandomVariable[Constant=0]"));
     ApplicationContainer spokeApps;
     for (uint32 t i = 0; i < star.SpokeCount (); ++i)
     AddressValue remoteAddress (InetSocketAddress (star.GetHubIpv4Address (i), port));
onOffHelper.SetAttribute ("Remote", remoteAddress);
   spokeApps.Add (onOffHelper.Install (star.GetSpokeNode (i)));
   spokeApps.Start (Seconds (1.0));
   spokeApps.Stop (Seconds (10.0));
   NS_LOG_INFO ("Enable static global routing.");
   // Turn on global static routing so we can actually be routed across the star.
```

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```
Ipv4GlobalRoutingHelper::PopulateRoutingTables ();
NS_LOG_INFO ("Enable pcap tracing.");
//
// Do pcap tracing on all point-to-point devices on all nodes.
//
pointToPoint.EnablePcapAll ("star");
NS_LOG_INFO ("Run Simulation.");
AnimationInterface anim("StarT.xml");

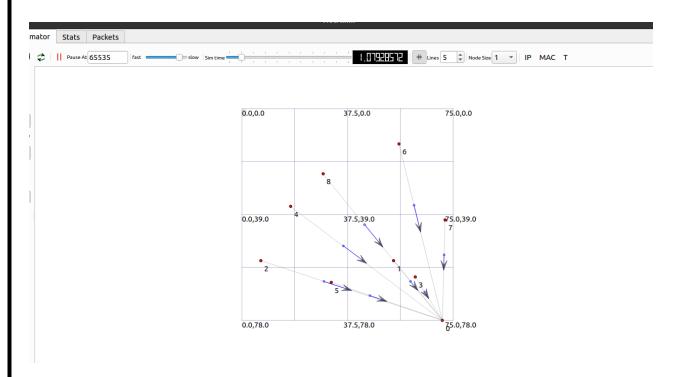
Simulator::Run ();
Simulator::Destroy ();
NS_LOG_INFO ("Done.");
return 0;
}
```

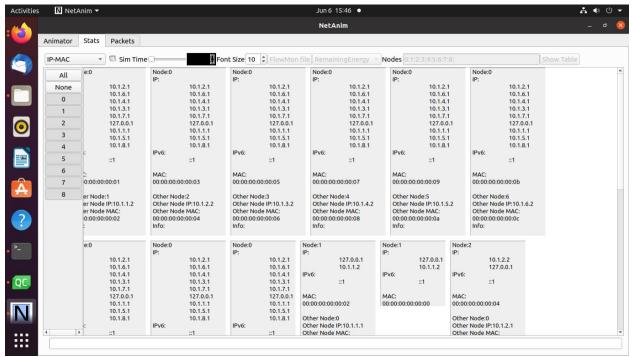
Terminal and Output NetAnim Screen:

```
nca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/netanin-3.108$ cd ...
nca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34$ cd ns-3.34
mca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/ns-3.34$ ./waf --run star.cc
Waf: Entering directory '/home/mca/repos/ns-allinone-3.34/ns-3.34/build'
[1959/2017] Compiling scratch/star.cc
[1960/2017] Compiling scratch/first.cc
[1961/2017] Compiling scratch/scratch-simulator.cc
[1962/2017] Compiling scratch/subdir/scratch-simulator-subdir.cc
[1971/2017] Compiling scratch/first123.co
[1972/2017] Linking build/scratch/scratch-simulator
[1973/2017] Linking build/scratch/subdir/subdir
[1974/2017] Compiling scratch/tcpfile.cc
[1975/2017] Linking build/scratch/first
[1976/2017] Linking build/scratch/star
[1977/2017] Linking build/scratch/first123
[1978/2017] Linking build/scratch/tcpfile
Waf: Leaving directory '/home/mca/repos/ns-allinone-3.34/ns-3.34/build'
Build commands will be stored in build/compile_commands.json
'build' finished successfully (8.147s)
AnimationInterface WARNING:Node:0 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node: 2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:5 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:6 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:7 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:8 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:0 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node: 3 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:5 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:6 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:7 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:8 Does not have a mobility model. Use SetConstantPosition if it is stationary
mca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/ns-3.34$
```

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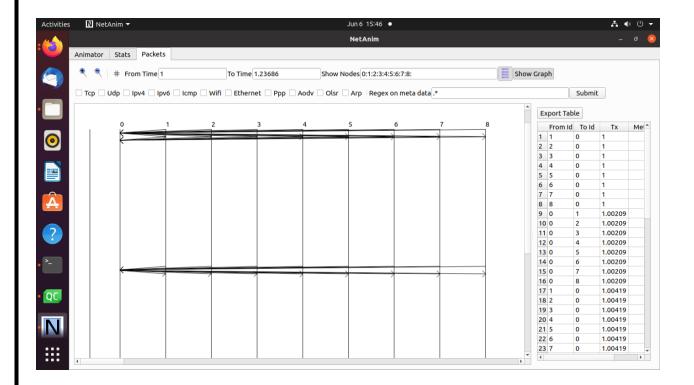
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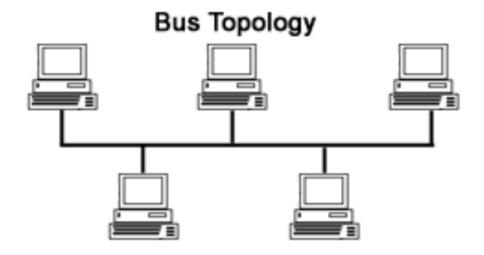


Practical No: 6

Aim:- Program to simulate bus topology

Objective: To learn simulate Program to simulate bus topology.

Theory: Bus topology, also known as line topology, is a type of network topology in which all devices in the network are connected by one central RJ-45 network cable or coaxial cable. The single cable, where all data is transmitted between devices, is referred to as the bus, backbone, or trunk. A bus topology connects computers along a single or more cable to connect linearly. A network that uses a bus topology is referred to as a "bus network" which was the original form of Ethernet networks.



Line of Code:

Bus.cc

```
#include "ns3/network-module.h"
#include "ns3/csma-module.h"
#include "ns3/internet-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/applications-module.h"
#include "ns3/ipv4-global-routing-helper.h"
#include "ns3/netanim-module.h"
// Default Network Topology
//
//
      10.1.1.0
// n0 ----- n1 n2 n3 n4
//
  point-to-point | | |
//
//
                      LAN 10.1.2.0
```

```
using namespace ns3;
NS LOG COMPONENT DEFINE ("SecondScriptExample");
int
main (int argc, char *argv[])
 bool verbose = true;
  uint32 t nCsma = 3;
  CommandLine cmd ( FILE );
  cmd.AddValue ("nCsma", "Number of \"extra\" CSMA nodes/devices", nCsma);
  cmd.AddValue ("verbose", "Tell echo applications to log if true", verbose);
  cmd.Parse (argc, argv);
  if (verbose)
      LogComponentEnable ("UdpEchoClientApplication", LOG LEVEL INFO);
      LogComponentEnable ("UdpEchoServerApplication", LOG LEVEL INFO);
  nCsma = nCsma == 0 ? 1 : nCsma;
  NodeContainer p2pNodes;
  p2pNodes.Create (2);
  NodeContainer csmaNodes;
  csmaNodes.Add (p2pNodes.Get (1));
  csmaNodes.Create (nCsma);
  PointToPointHelper pointToPoint;
  pointToPoint.SetDeviceAttribute ("DataRate", StringValue ("5Mbps"));
  pointToPoint.SetChannelAttribute ("Delay", StringValue ("2ms"));
  NetDeviceContainer p2pDevices;
  p2pDevices = pointToPoint.Install (p2pNodes);
  CsmaHelper csma;
  csma.SetChannelAttribute ("DataRate", StringValue ("100Mbps"));
  csma.SetChannelAttribute ("Delay", TimeValue (NanoSeconds (6560)));
  NetDeviceContainer csmaDevices;
  csmaDevices = csma.Install (csmaNodes);
  InternetStackHelper stack;
  stack.Install (p2pNodes.Get (0));
  stack.Install (csmaNodes);
  Ipv4AddressHelper address;
  address.SetBase ("10.1.1.0", "255.255.255.0");
  Ipv4InterfaceContainer p2pInterfaces;
  p2pInterfaces = address.Assign (p2pDevices);
```

Name: Pritesh Kotian

```
address.SetBase ("10.1.2.0", "255.255.255.0");
Ipv4InterfaceContainer csmaInterfaces;
csmaInterfaces = address.Assign (csmaDevices);
UdpEchoServerHelper echoServer (9);
ApplicationContainer serverApps = echoServer.Install (csmaNodes.Get (nCsma));
serverApps.Start (Seconds (1.0));
serverApps.Stop (Seconds (10.0));
UdpEchoClientHelper echoClient (csmaInterfaces.GetAddress (nCsma), 9);
echoClient.SetAttribute ("MaxPackets", UintegerValue (1));
echoClient.SetAttribute ("Interval", TimeValue (Seconds (1.0)));
echoClient.SetAttribute ("PacketSize", UintegerValue (1024));
ApplicationContainer clientApps = echoClient.Install (p2pNodes.Get (0));
clientApps.Start (Seconds (2.0));
clientApps.Stop (Seconds (10.0));
Ipv4GlobalRoutingHelper::PopulateRoutingTables ();
pointToPoint.EnablePcapAll ("second");
csma.EnablePcap ("second", csmaDevices.Get (1), true);
AnimationInterface anim("bus.xml");
Simulator::Run ();
Simulator::Destroy ();
return 0;
```

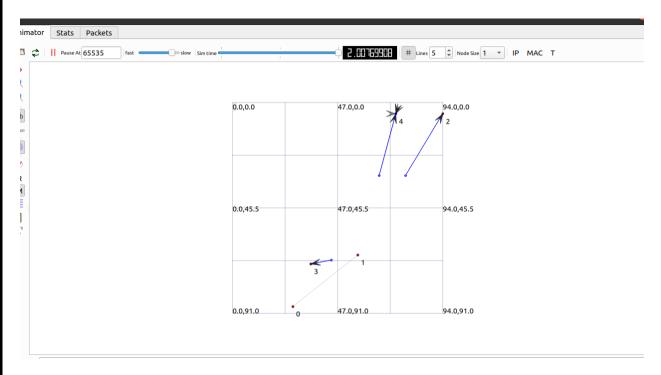
Program:

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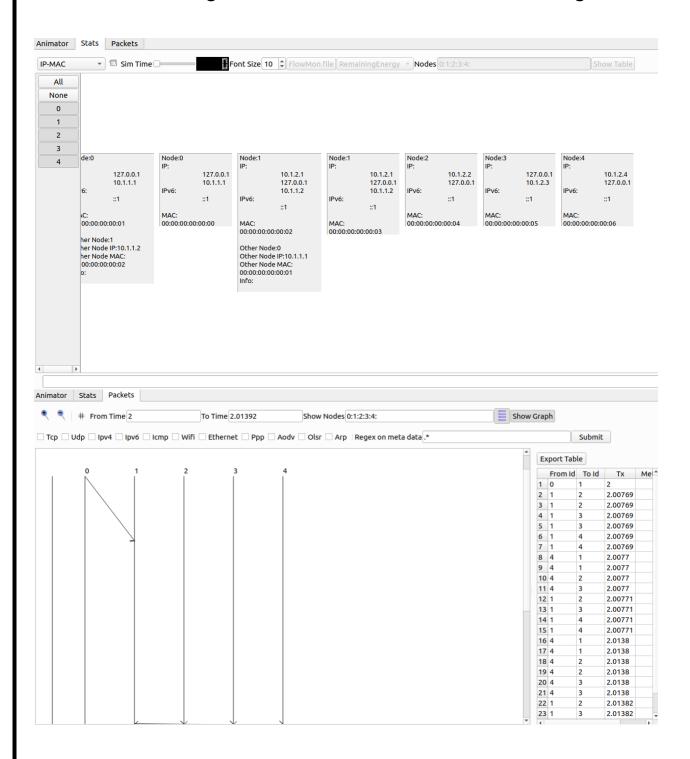
```
mca@mca-To-be-filled-by-O-E-M: -/repos/ns-allinone-3.34/netanim-3.108
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node: 3 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
At time +2.0078s server received 1024 bytes from 10.1.1.1 port 49153
At time +2.0078s server sent 1024 bytes to 10.1.1.1 port 49153
AnimationInterface WARNING:Node: 4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:3 Does not have a mobility model, Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node: 4 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node: 2 Does not have a mobility model. Use SetConstantPosition if it is stationary
AnimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary
At time +2.01761s client received 1024 bytes from 10.1.2.4 port 9
nca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34/ns-3.34$ cd ..
nca@mca-To-be-filled-by-O-E-M:-/repos/ns-allinone-3.34$ cd netanin-3.108
 ca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34/netanim-3.108$ ./NetAnim
```

Output Screen:



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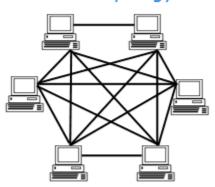
Practical No: 7

Aim:- Program to simulate mesh topology

Objective: To learn simulate mesh topology

Theory: In a mesh topology there is no central connection point. Instead, each node is connected to at least one other node and usually to more than one. Each node is capable of sending messages to and receiving messages from other nodes. The nodes act as relays, passing on a message towards its final destination.

Mesh Topology



ComputerHope.com

Line of Code:

Mesh.cc

```
/* -*- Mode:C++; c-file-style:"gnu"; indent-tabs-mode:nil; -*- */
 * This program is free software; you can redistribute it and/or modify
  it under the terms of the GNU General Public License version 2 as
  published by the Free Software Foundation;
 * This program is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
  GNU General Public License for more details.
 * You should have received a copy of the GNU General Public License
 * along with this program; if not, write to the Free Software
 * Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
 * /
#include <iostream>
#include <sstream>
#include <fstream>
#include "ns3/core-module.h"
#include "ns3/internet-module.h"
```

```
#include "ns3/network-module.h"
#include "ns3/applications-module.h"
#include "ns3/mesh-module.h"
#include "ns3/mobility-module.h"
#include "ns3/mesh-helper.h"
#include "ns3/yans-wifi-helper.h"
#include "ns3/netanim-module.h"
using namespace ns3;
NS LOG COMPONENT DEFINE ("MeshExample");
// Declaring these variables outside of main() for use in trace sinks
uint32 t g udpTxCount = 0;
uint32 t g udpRxCount = 0;
void
TxTrace (Ptr<const Packet> p)
 NS LOG DEBUG ("Sent " << p->GetSize () << " bytes");
 g udpTxCount++;
void
RxTrace (Ptr<const Packet> p)
 NS LOG DEBUG ("Received " << p->GetSize () << " bytes");
  g udpRxCount++;
 * \ingroup mesh
 * \brief MeshTest class
 * /
class MeshTest
{
public:
  /// Init test
  MeshTest ();
  /**
   * Configure test from command line arguments
   * \param argc command line argument count
   * \param argv command line arguments
   */
  void Configure (int argc, char ** argv);
   * Run test
   * \returns the test status
   * /
  int Run ();
private:
           m xSize; ///< X size
  int
  int
          m ySize; ///< Y size
  double m step; ///< step</pre>
  double     m randomStart; ///< random start</pre>
```

Name: Pritesh Kotian

```
double
          m totalTime; ///< total time</pre>
  double m packetInterval; ///< packet interval</pre>
  uint16 t m packetSize; ///< packet size</pre>
  uint32_t m_nIfaces; ///< number interfaces</pre>
  bool
           m chan; ///< channel
  bool
            m pcap; ///< PCAP
  bool
            m_ascii; ///< ASCII</pre>
  std::string m stack; ///< stack</pre>
  std::string m root; ///< root</pre>
  /// List of network nodes
  NodeContainer nodes;
  /// List of all mesh point devices
  NetDeviceContainer meshDevices;
  /// Addresses of interfaces:
  Ipv4InterfaceContainer interfaces;
  /// MeshHelper. Report is not static methods
  MeshHelper mesh;
private:
  /// Create nodes and setup their mobility
  void CreateNodes ();
  /// Install internet m stack on nodes
  void InstallInternetStack ();
  /// Install applications
  void InstallApplication ();
  /// Print mesh devices diagnostics
  void Report ();
};
MeshTest::MeshTest () :
  m \times Size (3),
  m ySize (3),
  m step (50.0),
  m randomStart (0.1),
  m totalTime (100.0),
  m packetInterval (1),
  m packetSize (1024),
  m nIfaces (1),
  m chan (true),
  m_pcap (false),
  m ascii (false),
  m stack ("ns3::Dot11sStack"),
  m root ("ff:ff:ff:ff:ff")
MeshTest::Configure (int argc, char *argv[])
  CommandLine cmd (__FILE__);
cmd.AddValue ("x-size", "Number of nodes in a row grid", m_xSize);
  cmd.AddValue ("y-size", "Number of rows in a grid", m_ySize);
  cmd.AddValue ("step", "Size of edge in our grid (meters)", m step);
  // Avoid starting all mesh nodes at the same time (beacons may collide)
  cmd.AddValue ("start", "Maximum random start delay for beacon jitter (sec)",
m randomStart);
  cmd.AddValue ("time", "Simulation time (sec)", m totalTime);
  cmd.AddValue ("packet-interval", "Interval between packets in UDP ping (sec)",
m packetInterval);
  cmd.AddValue ("packet-size", "Size of packets in UDP ping (bytes)", m packetSize);
```

```
cmd.AddValue ("interfaces", "Number of radio interfaces used by each mesh point",
m nIfaces);
  cmd.AddValue ("channels", "Use different frequency channels for different
interfaces", m chan);
  cmd.AddValue ("pcap",
                         "Enable PCAP traces on interfaces", m pcap);
                          "Enable Ascii traces on interfaces", m_ascii);
  cmd.AddValue ("ascii",
  cmd.AddValue ("stack", "Type of protocol stack. ns3::Dot11sStack by default",
m stack);
  cmd.AddValue ("root", "Mac address of root mesh point in HWMP", m root);
  cmd.Parse (argc, argv);
  NS_LOG_DEBUG ("Grid:" << m xSize << "*" << m ySize);
  NS LOG DEBUG ("Simulation time: " << m totalTime << " s");
  if (m_ascii)
      PacketMetadata::Enable ();
}
void
MeshTest::CreateNodes ()
   * Create m ySize*m xSize stations to form a grid topology
  nodes.Create (m ySize*m xSize);
  // Configure YansWifiChannel
  YansWifiPhyHelper wifiPhy;
  YansWifiChannelHelper wifiChannel = YansWifiChannelHelper::Default ();
  wifiPhy.SetChannel (wifiChannel.Create ());
   * Create mesh helper and set stack installer to it
   * Stack installer creates all needed protocols and install them to
   * mesh point device
  mesh = MeshHelper::Default ();
  if (!Mac48Address (m root.c str ()).IsBroadcast ())
     mesh.SetStackInstaller (m stack, "Root", Mac48AddressValue (Mac48Address
(m root.c str ())));
   }
  else
      //If root is not set, we do not use "Root" attribute, because it
      //is specified only for 11s
     mesh.SetStackInstaller (m stack);
  if (m_chan)
     mesh.SetSpreadInterfaceChannels (MeshHelper::SPREAD CHANNELS);
  else
      mesh.SetSpreadInterfaceChannels (MeshHelper::ZERO CHANNEL);
  mesh.SetMacType ("RandomStart", TimeValue (Seconds (m randomStart)));
  // Set number of interfaces - default is single-interface mesh point
  mesh.SetNumberOfInterfaces (m nIfaces);
```

Roll No: 004

```
// Install protocols and return container if MeshPointDevices
  meshDevices = mesh.Install (wifiPhy, nodes);
  // AssignStreams can optionally be used to control random variable streams
  mesh.AssignStreams (meshDevices, 0);
  // Setup mobility - static grid topology
  MobilityHelper mobility;
  mobility.SetPositionAllocator ("ns3::GridPositionAllocator",
                                 "MinX", DoubleValue (0.0),
                                 "MinY", DoubleValue (0.0),
                                 "DeltaX", DoubleValue (m step),
                                  "DeltaY", DoubleValue (m step),
                                  "GridWidth", UintegerValue (m xSize),
                                  "LayoutType", StringValue ("RowFirst"));
  mobility.SetMobilityModel ("ns3::ConstantPositionMobilityModel");
  mobility. Install (nodes);
  if (m pcap)
    wifiPhy.EnablePcapAll (std::string ("mp"));
  if (m ascii)
      AsciiTraceHelper ascii;
      wifiPhy.EnableAsciiAll (ascii.CreateFileStream ("mesh.tr"));
}
void
MeshTest::InstallInternetStack ()
  InternetStackHelper internetStack;
  internetStack.Install (nodes);
  Ipv4AddressHelper address;
  address.SetBase ("10.1.1.0", "255.255.255.0");
  interfaces = address.Assign (meshDevices);
}
void
MeshTest::InstallApplication ()
  uint16 t portNumber = 9;
  UdpEchoServerHelper echoServer (portNumber);
  uint16 t sinkNodeId = m_xSize * m_ySize - 1;
  ApplicationContainer serverApps = echoServer.Install (nodes.Get (sinkNodeId));
  serverApps.Start (Seconds (1.0));
  serverApps.Stop (Seconds (m totalTime + 1));
  UdpEchoClientHelper echoClient (interfaces.GetAddress (sinkNodeId), portNumber);
  echoClient.SetAttribute ("MaxPackets", UintegerValue
((uint32 t) (m totalTime*(1/m packetInterval))));
  echoClient.SetAttribute ("Interval", TimeValue (Seconds (m packetInterval)));
  echoClient.SetAttribute ("PacketSize", UintegerValue (m packetSize));
  ApplicationContainer clientApps = echoClient.Install (nodes.Get (0));
  Ptr<UdpEchoClient> app = clientApps.Get (0)->GetObject<UdpEchoClient> ();
  app->TraceConnectWithoutContext ("Tx", MakeCallback (&TxTrace));
  app->TraceConnectWithoutContext ("Rx", MakeCallback (&RxTrace));
  clientApps.Start (Seconds (1.0));
  clientApps.Stop (Seconds (m totalTime + 1.5));
int
MeshTest::Run ()
  CreateNodes ();
  InstallInternetStack ();
```

```
InstallApplication ();
  Simulator::Schedule (Seconds (m totalTime), &MeshTest::Report, this);
  Simulator::Stop (Seconds (m totalTime + 2));
         AnimationInterface anim("Mesh.xml");
  Simulator::Run ();
  Simulator::Destroy ();
  std::cout << "UDP echo packets sent: " << g udpTxCount << " received: " <<</pre>
g udpRxCount << std::endl;</pre>
  return 0;
void
MeshTest::Report ()
 unsigned n (0);
 for (NetDeviceContainer::Iterator i = meshDevices.Begin (); i != meshDevices.End ();
++i, ++n)
      std::ostringstream os;
      os << "mp-report-" << n << ".xml";
      std::cerr << "Printing mesh point device #" << n << " diagnostics to " << os.str
() << "\n";
      std::ofstream of;
      of.open (os.str ().c str ());
      if (!of.is_open ())
          std::cerr << "Error: Can't open file " << os.str () << "\n";</pre>
          return;
        }
      mesh.Report (*i, of);
      of.close ();
    }
}
int
main (int argc, char *argv[])
 MeshTest t;
 t.Configure (argc, argv);
  return t.Run ();
```

Program:

```
ca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34/ns-3.34$ ./waf --run mesh.cc
laf: Entering directory '/home/mca/repos/ns-allinone-3.34/ns-3.34/build'
1951/2015] Compiling scratch/mesh.cc
1952/2015] Compiling scratch/fifth.cc
1953/2015] Compiling scratch/threeway.cc
1954/2015] Compiling scratch/hybrid.cc
[1963/2015] Compiling scratch/first.cc
1964/2015] Linking build/scratch/fifth
[1965/2015] Linking build/scratch/hybrid
[1966/2015] Linking build/scratch/threeway
1967/2015] Linking build/scratch/mesh
1968/2015] Compiling scratch/scratch-simulator.cc
1969/2015] Linking build/scratch/first
1970/2015] Compiling scratch/subdir/scratch-simulator-subdir.cc
1971/2015] Compiling scratch/first123.cc
1972/2015] Compiling scratch/tcpfile.cc
1973/2015] Linking build/scratch/scratch-simulator
1974/2015] Linking build/scratch/subdir/subdir
1975/2015] Linking build/scratch/first123
1976/2015] Linking build/scratch/tcpfile
laf: Leaving directory `/home/mca/repos/ns-allinone-3.34/ns-3.34/build'
build commands will be stored in build/compile_commands.json
build' finished successfully (12.252s)
rinting mesh point device #0 diagnostics to mp-report-0.xml
rinting mesh point device #1 diagnostics to mp-report-1.xml
rinting mesh point device #2 diagnostics to mp-report-2.xml
rinting mesh point device #3 diagnostics to mp-report-3.xml
rinting mesh point device #4 diagnostics to mp-report-4.xml
rinting mesh point device #5 diagnostics to mp-report-5.xml
rinting mesh point device #6 diagnostics to mp-report-6.xml
rinting mesh point device #7 diagnostics to mp-report-7.xml
```

```
Printing mesh point device #/ diagnostics to mp-report-/.xml

Printing mesh point device #8 diagnostics to mp-report-8.xml

UDP echo packets sent: 100 received: 0

mca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34/ns-3.34$ cd ..

mca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34$ cd ns-3.108

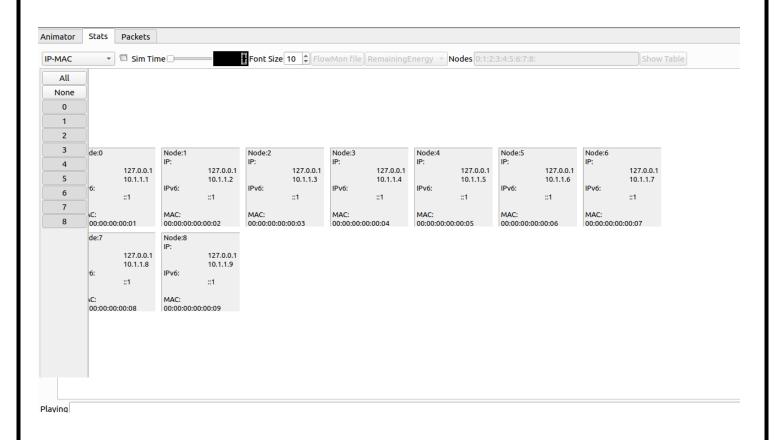
bash: cd: ns-3.108: No such file or directory

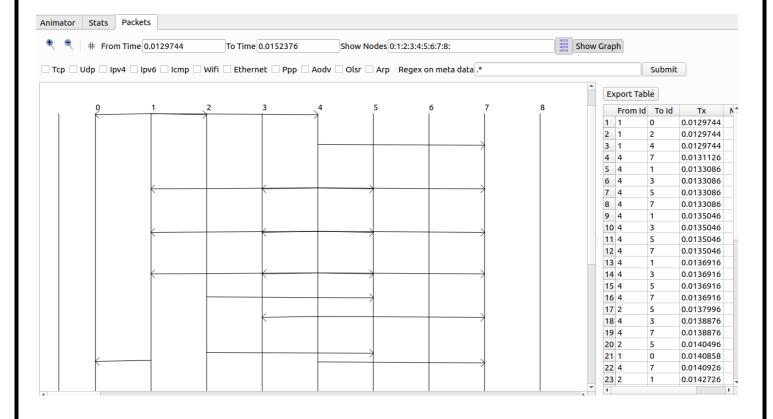
mca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34$ cd netanim-3.108

mca@mca-To-be-filled-by-O-E-M:~/repos/ns-allinone-3.34/netanim-3.108$ ./NetAnim
```

Output Screen:

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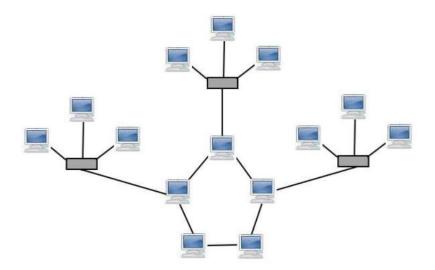


Practical No. 8

Aim:- Program to simulate hybrid topology

Objective: To learn simulate hybrid topology

Theory: A hybrid topology is a type of network topology that uses two or more differing **network topologies**. These topologies can include a mix of bus topology, mesh topology, ring topology, star topology, and tree topology. Its usage and choice are dependent on its deployments and requirements like the performance of the desired network, and the number of computers, their location. The below figure is describing the structure of hybrid topology that contains more than one topology.



Program:

Line of Code: Hvbrid.cc

```
-*- Mode:C++; c-file-style:"qnu"; indent-tabs-mode:nil; -*- */
 This program is free software; you can redistribute it and/or modify
* it under the terms of the GNU General Public License version 2 as
 published by the Free Software Foundation;
* This program is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
 GNU General Public License for more details.
 You should have received a copy of the GNU General Public License
```

```
* along with this program; if not, write to the Free Software
 * Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
#include "ns3/core-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/network-module.h"
#include "ns3/applications-module.h"
#include "ns3/mobility-module.h"
#include "ns3/csma-module.h"
#include "ns3/internet-module.h"
#include "ns3/yans-wifi-helper.h"
#include "ns3/ssid.h"
# include "ns3/netanim-module.h"
// Default Network Topology
//
//
   Wifi 10.1.3.0
//
                 ΑP
//
// |
            10.1.1.0
//
                 point-to-point | |
//
                                   ===========
//
                                    LAN 10.1.2.0
using namespace ns3;
NS LOG COMPONENT DEFINE ("ThirdScriptExample");
main (int argc, char *argv[])
 bool verbose = true;
 uint32 t nCsma = 3;
  uint32 t nWifi = 3;
  bool tracing = false;
  CommandLine cmd ( FILE );
  cmd.AddValue ("nCsma", "Number of \"extra\" CSMA nodes/devices", nCsma);
  cmd.AddValue ("nWifi", "Number of wifi STA devices", nWifi);
  cmd.AddValue ("verbose", "Tell echo applications to log if true", verbose);
  cmd.AddValue ("tracing", "Enable pcap tracing", tracing);
  cmd.Parse (argc, argv);
  // The underlying restriction of 18 is due to the grid position
  // allocator's configuration; the grid layout will exceed the
  // bounding box if more than 18 nodes are provided.
  if (nWifi > 18)
     std::cout << "nWifi should be 18 or less; otherwise grid layout exceeds the
bounding box" << std::endl;</pre>
     return 1;
  if (verbose)
```

```
LogComponentEnable ("UdpEchoClientApplication", LOG LEVEL INFO);
    LogComponentEnable ("UdpEchoServerApplication", LOG LEVEL INFO);
NodeContainer p2pNodes;
p2pNodes.Create (2);
PointToPointHelper pointToPoint;
pointToPoint.SetDeviceAttribute ("DataRate", StringValue ("5Mbps"));
pointToPoint.SetChannelAttribute ("Delay", StringValue ("2ms"));
NetDeviceContainer p2pDevices;
p2pDevices = pointToPoint.Install (p2pNodes);
NodeContainer csmaNodes;
csmaNodes.Add (p2pNodes.Get (1));
csmaNodes.Create (nCsma);
CsmaHelper csma;
csma.SetChannelAttribute ("DataRate", StringValue ("100Mbps"));
csma.SetChannelAttribute ("Delay", TimeValue (NanoSeconds (6560)));
NetDeviceContainer csmaDevices;
csmaDevices = csma.Install (csmaNodes);
NodeContainer wifiStaNodes;
wifiStaNodes.Create (nWifi);
NodeContainer wifiApNode = p2pNodes.Get (0);
YansWifiChannelHelper channel = YansWifiChannelHelper::Default ();
YansWifiPhyHelper phy;
phy.SetChannel (channel.Create ());
WifiHelper wifi;
wifi.SetRemoteStationManager ("ns3::AarfWifiManager");
WifiMacHelper mac;
Ssid ssid = Ssid ("ns-3-ssid");
mac.SetType ("ns3::StaWifiMac",
             "Ssid", SsidValue (ssid),
             "ActiveProbing", BooleanValue (false));
NetDeviceContainer staDevices;
staDevices = wifi.Install (phy, mac, wifiStaNodes);
mac.SetType ("ns3::ApWifiMac",
             "Ssid", SsidValue (ssid));
NetDeviceContainer apDevices;
apDevices = wifi.Install (phy, mac, wifiApNode);
MobilityHelper mobility;
```

```
mobility.SetPositionAllocator ("ns3::GridPositionAllocator",
                               "MinX", DoubleValue (0.0),
                               "MinY", DoubleValue (0.0),
                               "DeltaX", DoubleValue (5.0),
                               "DeltaY", DoubleValue (10.0),
                               "GridWidth", UintegerValue (3),
                               "LayoutType", StringValue ("RowFirst"));
mobility.SetMobilityModel ("ns3::RandomWalk2dMobilityModel",
                           "Bounds", Rectangle Value (Rectangle (-50, 50, -50, 50)));
mobility.Install (wifiStaNodes);
mobility.SetMobilityModel ("ns3::ConstantPositionMobilityModel");
mobility.Install (wifiApNode);
InternetStackHelper stack;
stack.Install (csmaNodes);
stack.Install (wifiApNode);
stack.Install (wifiStaNodes);
Ipv4AddressHelper address;
address.SetBase ("10.1.1.0", "255.255.255.0");
Ipv4InterfaceContainer p2pInterfaces;
p2pInterfaces = address.Assign (p2pDevices);
address.SetBase ("10.1.2.0", "255.255.255.0");
Ipv4InterfaceContainer csmaInterfaces;
csmaInterfaces = address.Assign (csmaDevices);
address.SetBase ("10.1.3.0", "255.255.255.0");
address.Assign (staDevices);
address.Assign (apDevices);
UdpEchoServerHelper echoServer (9);
ApplicationContainer serverApps = echoServer.Install (csmaNodes.Get (nCsma));
serverApps.Start (Seconds (1.0));
serverApps.Stop (Seconds (10.0));
UdpEchoClientHelper echoClient (csmaInterfaces.GetAddress (nCsma), 9);
echoClient.SetAttribute ("MaxPackets", UintegerValue (1));
echoClient.SetAttribute ("Interval", TimeValue (Seconds (1.0)));
echoClient.SetAttribute ("PacketSize", UintegerValue (1024));
ApplicationContainer clientApps =
  echoClient.Install (wifiStaNodes.Get (nWifi - 1));
clientApps.Start (Seconds (2.0));
clientApps.Stop (Seconds (10.0));
Ipv4GlobalRoutingHelper::PopulateRoutingTables ();
Simulator::Stop (Seconds (10.0));
```

it time +2.03371s client received 1024 bytes from 10.1.2.4 port 9
ica@mca-To-be-filled-by-0-E-M:=/repos/ns-allinone-3.34/ns-3.34\$ cd ..
ica@mca-To-be-filled-by-0-E-M:=/repos/ns-allinone-3.34\$ cd netanim-3.108
ica@mca-To-be-filled-by-0-E-M:=/repos/ns-allinone-3.34/netanim-3.100\$./NetAnim

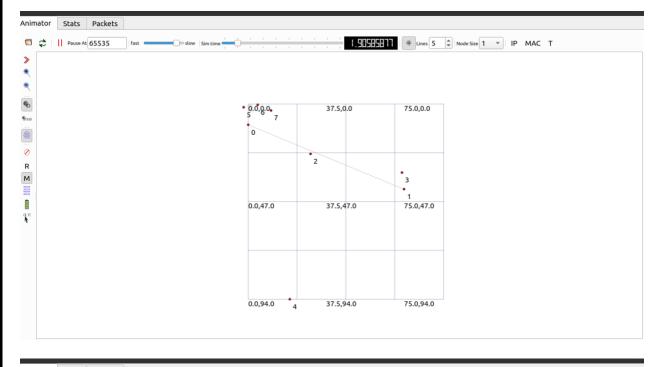
```
if (tracing == true)
        pointToPoint.EnablePcapAll ("third");
        phy.EnablePcap ("third", apDevices.Get (0));
        csma.EnablePcap ("third", csmaDevices.Get (0), true);
AnimationInterface anim("hybrid.xml");
  Simulator::Run ();
  Simulator::Destroy ();
  return 0;
it time +2.01799s server received 1024 bytes from 10.1.3.3 port 49153
At time +2.01799s server sent 1024 bytes to 10.1.3.3 port 49153
inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary
inimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary
inimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary
inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary
```

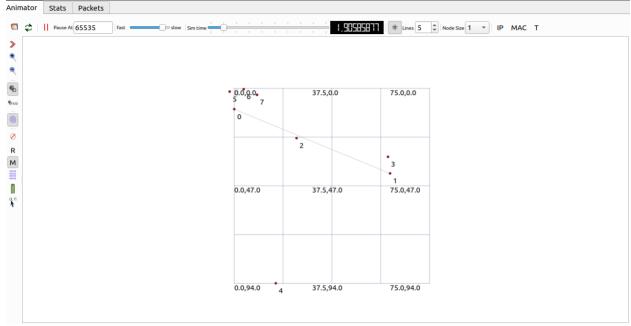
inimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:4 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:1 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:2 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface WARNING:Node:3 Does not have a mobility model. Use SetConstantPosition if it is stationary inimationInterface warning:Marning:Node:3 Does not have a mobility

Output Screen:

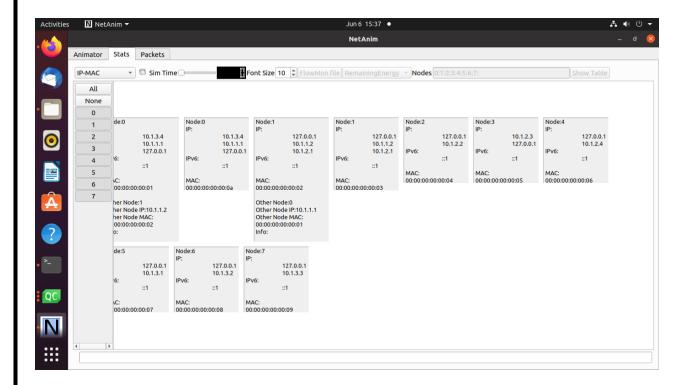
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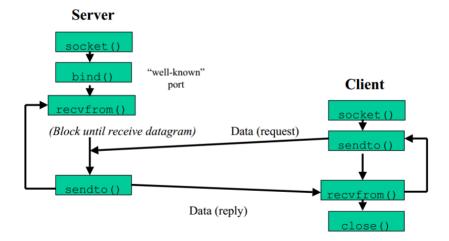
Practical No: 9

Aim: - Program to simulate UDP server client

Objective: To learn simulate UDP server client

Theory: In UDP, the client does not form a connection with the server like in TCP and instead just sends a datagram. Similarly, the server need not accept a connection and just waits for datagrams to arrive. Datagrams upon arrival contain the address of the sender which the server uses to send data to the correct client.

UDP Client-Server



Program:

Line of Code:

UDP.cc

```
/* -*- Mode:C++; c-file-style:"gnu"; indent-tabs-mode:nil; -*- */
/*

* This program is free software; you can redistribute it and/or modify
* it under the terms of the GNU General Public License version 2 as
* published by the Free Software Foundation;

*

* This program is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
* GNU General Public License for more details.

*

* You should have received a copy of the GNU General Public License
* along with this program; if not, write to the Free Software
```

```
* Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
 */
#include <fstream>
#include "ns3/core-module.h"
#include "ns3/csma-module.h"
#include "ns3/applications-module.h"
#include "ns3/internet-module.h"
//netAnimation
#include "ns3/netanim-module.h"
#include "ns3/mobility-module.h"
using namespace ns3;
NS LOG COMPONENT DEFINE ("UdpClientServerExample");
main (int argc, char *argv[])
//
// Enable logging for UdpClient and
//
LogComponentEnable ("UdpClient", LOG LEVEL INFO);
LogComponentEnable ("UdpServer", LOG LEVEL INFO);
bool useV6 = false;
Address serverAddress;
CommandLine cmd ( FILE );
cmd.AddValue ("useIpv6", "Use Ipv6", useV6);
cmd.Parse (argc, argv);
//
// Explicitly create the nodes required by the topology (shown above).
NS LOG INFO ("Create nodes.");
NodeContainer n;
n.Create (2);
InternetStackHelper internet;
internet.Install (n);
NS LOG INFO ("Create channels.");
//
// Explicitly create the channels required by the topology (shown above).
//
CsmaHelper csma;
csma.SetChannelAttribute ("DataRate", DataRateValue (DataRate (5000000)));
csma.SetChannelAttribute ("Delay", TimeValue (MilliSeconds (2)));
csma.SetDeviceAttribute ("Mtu", UintegerValue (1400));
NetDeviceContainer d = csma.Install (n);
// We've got the "hardware" in place. Now we need to add IP addresses.
//
NS LOG INFO ("Assign IP Addresses.");
if (useV6 == false)
Ipv4AddressHelper ipv4;
ipv4.SetBase ("10.1.1.0", "255.255.255.0");
Ipv4InterfaceContainer i = ipv4.Assign (d);
serverAddress = Address (i.GetAddress (1));
else
Ipv6AddressHelper ipv6;
ipv6.SetBase ("2001:0000:f00d:cafe::", Ipv6Prefix (64));
Ipv6InterfaceContainer i6 = ipv6.Assign (d);
```

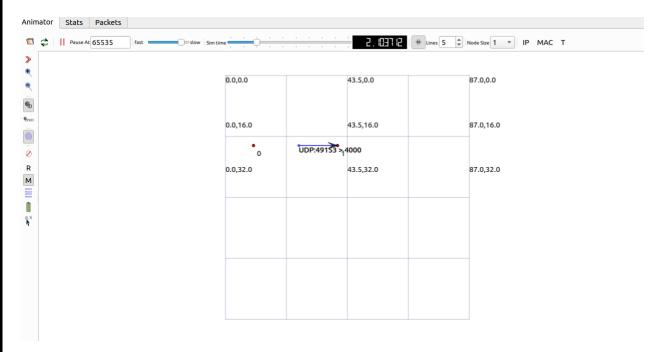
Roll No: 004

```
serverAddress = Address(i6.GetAddress (1,1));
NS_LOG_INFO ("Create Applications.");
//
// Create one udpServer applications on node one.
uint16_t port = 4000;
UdpServerHelper server (port);
ApplicationContainer apps = server.Install (n.Get (1));
apps.Start (Seconds (1.0));
apps.Stop (Seconds (10.0));
// Create one UdpClient application to send UDP datagrams from node zero to
// node one.
//
uint32 t MaxPacketSize = 1024;
Time interPacketInterval = Seconds (0.05);
uint32 t maxPacketCount = 320;
UdpClientHelper client (serverAddress, port);
client.SetAttribute ("MaxPackets", UintegerValue (maxPacketCount));
client.SetAttribute ("Interval", TimeValue (interPacketInterval));
client.SetAttribute ("PacketSize", UintegerValue (MaxPacketSize));
apps = client.Install (n.Get (0));
apps.Start (Seconds (2.0));
apps.Stop (Seconds (10.0));
AnimationInterface anim("udp-cs.xml");
AnimationInterface::SetConstantPosition (n.Get(0), 10, 25);
AnimationInterface ::SetConstantPosition(n.Get(1), 40,25);
anim. Enable Packet Metadata (true);
csma.EnablePcapAll("udp-cs");
// Now, do the actual simulation.
NS LOG INFO ("Run Simulation.");
Simulator::Run ();
Simulator::Destroy ();
NS LOG INFO ("Done.");
```

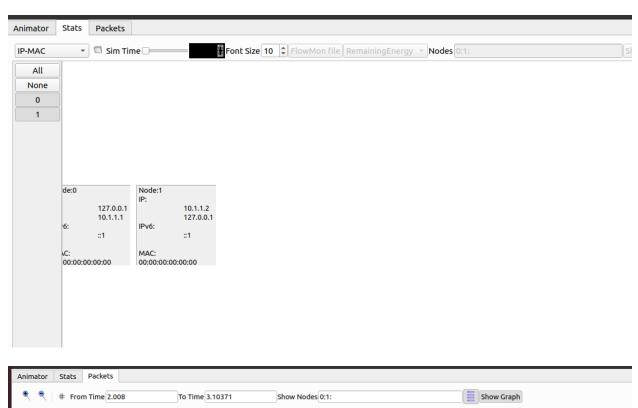
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```
mca@mca-To-be-filled-by-O-E-M: -/repos/ns-allinone-3.34/netanim-3.108
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 437 Time: +9.15s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 143 Uld: 437 TXtime: +9.15e+09ns RXtime: +9.15371e+09ns Delay: +3.712e+06ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 440 Time: +9.2s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 144 Uld: 440 TXtime: +9.2e+89ns RXtime: +9.20371e+89ns Delay: +3.712e+86ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 443 Time: +9.25s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 145 Uld: 443 TXtlme: +9.25e+89ns RXtlme: +9.25371e+89ns Delay: +3.712e+86ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 446 Time: +9.3s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 146 Uld: 446 TXtime: +9.3e+89ns RXtime: +9.30371e+89ns Delay: +3.712e+86ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 449 Time: +9.35s
TraceDelay: RX 1824 bytes from 18.1.1.1 Sequence Number: 147 Uld: 449 TXtime: +9.35e+89ns RXtime: +9.35371e+89ns Delay: +3.712e+86ns TraceDelay TX 1824 bytes to 18.1.1.2 Uld: 452 Time: +9.4s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 148 Uld: 452 TXtlme: +9.4e+09ns RXtlme: +9.40371e+09ns Delay: +3.712e+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 455 Time: +9.45s
TraceDelay: RX 1024 bytes from 10.1,1.1 Sequence Number: 149 Uld: 455 TXtime: +9.45e+09ns RXtime: +9.45371e+09ns Delay: +3.712e+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 458 Time: +9.5s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 150 Uld: 458 TXtlme: +9.5e+09ns RXtlme: +9.50371e+09ns Delay: +3.712e+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 461 Time: +9.55s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 151 Uld: 461 TXtime: +9.55e+09ns RXtime: +9.55371e+09ns Delay: +3.712e+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 464 Time: +9.6s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 152 Uld: 464 TXtime: +9.6e+09ns RXtime: +9.60371e+09ns Delay: +3.712e+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 467 Time: +9.65s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 153 Uld: 467 TXtime: +9.65e+09ns RXtime: +9.65371e+09ns Delay: +3.71Ze+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 470 Time: +9.75
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 154 Uld: 470 TXtlme: +9.7e+09ns RXtlme: +9.70371e+09ns Delay: +3.712e+06ns TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 473 Time: +9.75s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 155 Uld: 473 TXtlme: +9.75e+09ns RXtlme: +9.75371e+09ns Delay: +3.712e+06ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 476 Time: +9.8s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 156 Uld: 476 TXtime: +9.8e+09ns RXtime: +9.80371e+09ns Delay: +3.712e+06ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 479 Time: +9.85s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 157 Uld: 479 TXtlme: +9.85e+09ns RXtlme: +9.85371e+09ns Delay: +3.712e+06ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 482 Time: +9.9s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 158 Uld: 482 TXtime: +9.9e+09ns RXtime: +9.90371e+09ns Delay: +3.712e+06ns
TraceDelay TX 1024 bytes to 10.1.1.2 Uld: 485 Time: +9.95s
TraceDelay: RX 1024 bytes from 10.1.1.1 Sequence Number: 159 Uld: 485 TXtime: +9.95e+09ns RXtime: +9.95371e+09ns Delay: +3.712e+06ns
ncagnca-To-be-filled-by-0-E-H:-/repos/ms-allingoe-3.34/ms-3.345 cd ..
ncagnca-To-be-filled-by-0-E-H:-/repos/ms-allingoe-3.345 cd netanim-3.108
  mgmca-To-be-filled-by-O-E-M:-/repos/ms-allinone-3.34/metanim-3.10E$ ./NetAnim
```

Output: Netanim Screen:



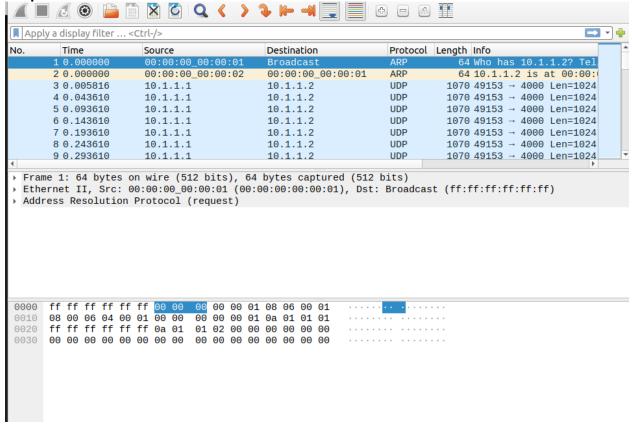
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Output: WireShark:

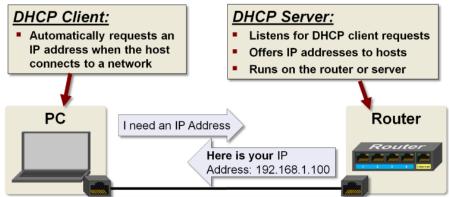


Practical No: 10

Aim: - Program to simulate DHCP server and n clients

Objective: To learn simulate DHCP server and n clients

Theory: A DHCP Server is a network server that automatically provides and assigns IP addresses, default gateways and other network parameters to client devices. It relies on the standard protocol known as Dynamic Host Configuration Protocol or DHCP to respond to broadcast queries by clients.



Program:

Line of Code:

DHCP.cc

```
/* -*- Mode:C++; c-file-style:"gnu"; indent-tabs-mode:nil; -*- */

/*
    * Copyright (c) 2011 UPB
    * Copyright (c) 2017 NITK Surathkal
    *
    * This program is free software; you can redistribute it and/or modify
    * it under the terms of the GNU General Public License version 2 as
    * published by the Free Software Foundation;
    *
    * This program is distributed in the hope that it will be useful,
    * but WITHOUT ANY WARRANTY; without even the implied warranty of
    * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
    * GNU General Public License for more details.
    * You should have received a copy of the GNU General Public License
    * along with this program; if not, write to the Free Software
    * Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
    *
    //
    //
    * Network layout:
    **
    * Network layout:
    **
}
```

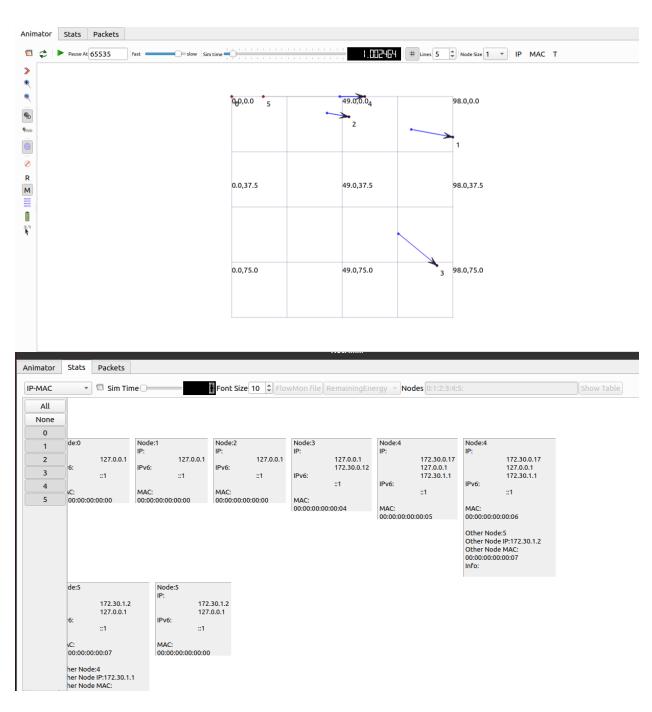
```
* RO is a DHCP server. The DHCP server announced R1 as the default router.
* Nodes N1 will send UDP Echo packets to node A.
  r------
  | DHCP Clients |
 | 172.30.0.14 |
  | DHCP static |
           L-----| 172.30.1.2
* DHCP Server
       R0
* L______ 172.30.1.1
* 172.30.0.12 172.30.0.17
* Things to notice:
* 1) The routes in A are manually set to have R1 as the default router,
* just because using a dynamic outing in this example is an overkill.
* 2) R1's address is set statically though the DHCP server helper interface.
* This is useful to prevent address conflicts with the dynamic pool.
* Not necessary if the DHCP pool is not conflicting with static addresses.
* 3) N2 has a dynamically-assigned, static address (i.e., a fixed address assigned
via DHCP).
*/
#include "ns3/core-module.h"
#include "ns3/internet-apps-module.h"
#include "ns3/csma-module.h"
#include "ns3/internet-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/applications-module.h"
#include "ns3/netanim-module.h"
using namespace ns3;
NS LOG COMPONENT DEFINE ("DhcpExample");
int
main (int argc, char *argv[])
CommandLine cmd ( FILE );
bool verbose = false;
bool tracing = false;
std::string animFile = "dhcp-server-client-animation.xml";
{\tt cmd.AddValue} ("verbose", "turn on the logs", verbose);
cmd.AddValue ("tracing", "turn on the tracing", tracing);
cmd.Parse (argc, argv);
// GlobalValue::Bind ("ChecksumEnabled", BooleanValue (true));
if (verbose)
LogComponentEnable ("DhcpServer", LOG_LEVEL_ALL);
LogComponentEnable ("DhcpClient", LOG LEVEL ALL);
LogComponentEnable ("UdpEchoServerApplication", LOG LEVEL INFO);
LogComponentEnable ("UdpEchoClientApplication", LOG LEVEL INFO);
```

```
Time stopTime = Seconds (20);
NS LOG INFO ("Create nodes.");
NodeContainer nodes;
NodeContainer router;
nodes.Create (3);
router.Create (2);
NodeContainer net (nodes, router);
NS LOG INFO ("Create channels.");
CsmaHelper csma;
csma.SetChannelAttribute ("DataRate", StringValue ("5Mbps"));
csma.SetChannelAttribute ("Delay", StringValue ("2ms"));
csma.SetDeviceAttribute ("Mtu", UintegerValue (1500));
NetDeviceContainer devNet = csma.Install (net);
NodeContainer p2pNodes;
p2pNodes.Add (net.Get (4));
p2pNodes.Create (1);
PointToPointHelper pointToPoint;
pointToPoint.SetDeviceAttribute ("DataRate", StringValue ("5Mbps"));
pointToPoint.SetChannelAttribute ("Delay", StringValue ("2ms"));
NetDeviceContainer p2pDevices;
p2pDevices = pointToPoint.Install (p2pNodes);
InternetStackHelper tcpip;
tcpip.Install (nodes);
tcpip.Install (router);
tcpip.Install (p2pNodes.Get (1));
Ipv4AddressHelper address;
address.SetBase ("172.30.1.0", "255.255.255.0");
Ipv4InterfaceContainer p2pInterfaces;
p2pInterfaces = address.Assign (p2pDevices);
// manually add a routing entry because we don't want to add a dynamic routing
Ipv4StaticRoutingHelper ipv4RoutingHelper;
Ptr<Ipv4> ipv4Ptr = p2pNodes.Get (1)->GetObject<Ipv4> ();
Ptr<Ipv4StaticRouting> staticRoutingA = ipv4RoutingHelper.GetStaticRouting
(ipv4Ptr);
staticRoutingA->AddNetworkRouteTo (Ipv4Address ("172.30.0.0"), Ipv4Mask
("/24"),
Ipv4Address ("172.30.1.1"), 1);
NS LOG INFO ("Setup the IP addresses and create DHCP applications.");
DhcpHelper dhcpHelper;
// The router must have a fixed IP.
Ipv4InterfaceContainer fixedNodes = dhcpHelper.InstallFixedAddress
(devNet.Get (4), Ipv4Address ("172.30.0.17"), Ipv4Mask ("/24"));
// Not really necessary, IP forwarding is enabled by default in IPv4.
fixedNodes.Get (0).first->SetAttribute ("IpForward", BooleanValue (true));
// DHCP server
ApplicationContainer dhcpServerApp = dhcpHelper.InstallDhcpServer
(devNet.Get (3), Ipv4Address ("172.30.0.12"),
Ipv4Address ("172.30.0.0"), Ipv4Mask ("/24"),
Ipv4Address ("172.30.0.10"), Ipv4Address ("172.30.0.15"),
Ipv4Address ("172.30.0.17"));
// This is just to show how it can be done.
DynamicCast<DhcpServer> (dhcpServerApp.Get (0))->AddStaticDhcpEntry
(devNet.Get (2) ->GetAddress (), Ipv4Address ("172.30.0.14"));
dhcpServerApp.Start (Seconds (0.0));
dhcpServerApp.Stop (stopTime);
// DHCP clients
NetDeviceContainer dhcpClientNetDevs;
```

```
dhcpClientNetDevs.Add (devNet.Get (0));
dhcpClientNetDevs.Add (devNet.Get (1));
dhcpClientNetDevs.Add (devNet.Get (2));
ApplicationContainer dhcpClients = dhcpHelper.InstallDhcpClient
(dhcpClientNetDevs);
dhcpClients.Start (Seconds (1.0));
dhcpClients.Stop (stopTime);
UdpEchoServerHelper echoServer (9);
ApplicationContainer serverApps = echoServer.Install (p2pNodes.Get (1));
serverApps.Start (Seconds (0.0));
serverApps.Stop (stopTime);
UdpEchoClientHelper echoClient (p2pInterfaces.GetAddress (1), 9);
echoClient.SetAttribute ("MaxPackets", UintegerValue (100));
echoClient.SetAttribute ("Interval", TimeValue (Seconds (1.0)));
echoClient.SetAttribute ("PacketSize", UintegerValue (1024));
ApplicationContainer clientApps = echoClient.Install (nodes.Get (1));
clientApps.Start (Seconds (10.0));
clientApps.Stop (stopTime);
Simulator::Stop (stopTime + Seconds (10.0));
// Create the animation object and configure for specified output
AnimationInterface anim ("dhcp.xml");
if (tracing)
csma.EnablePcapAll ("dhcp-csma");
pointToPoint.EnablePcapAll ("dhcp-p2p");
NS LOG INFO ("Run Simulation.");
Simulator::Run ();
Simulator::Destroy ();
NS LOG INFO ("Done.");
```

Output: NetAnim Screen:

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