

NETWORK SIMULATION LAB

WEEK - 07

DATE:

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ROLL NO: 19R21A05H2

PROBLEM STATEMENT: 07

Providing Multiple Routers and Nodes and building a Hybrid Topology.

```
#include "ns3/core-module.h"
#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 Hybrid Topology 10.1.5.0
// r2.....n1
// / 10.1.3.0
// no.....r0.....r1
// 10.1.1.0 10.1.2.0 \ 10.1.4.0
// r3
using namespace ns3;
NS_LOG_COMPONENT_DEFINE ("SecondScriptExample");
int
main (int argc, char *argv[])
{
    bool verbose = true;
    if (verbose)
    {
        LogComponentEnable ("UdpEchoClientApplication", LOG_LEVEL_INFO);
        LogComponentEnable ("UdpEchoServerApplication", LOG_LEVEL_INFO);
    }
    NodeContainer host, router, host1;
    host.Create (2);
    router.Create (4);
    NodeContainer subnet1;
    subnet1.Add (host.Get (0));
    subnet1.Add (router.Get (0));
    PointToPointHelper pointToPoint;
    pointToPoint.SetDeviceAttribute ("DataRate", StringValue ("5Mbps"));
    pointToPoint.SetChannelAttribute ("Delay", StringValue ("2ms"));
    NetDeviceContainer subnet1Devices;
    subnet1Devices = pointToPoint.Install (subnet1);
    InternetStackHelper stack;
    stack.Install (router);
    stack.Install (host);
    Ipv4AddressHelper address1, address2, address3, address4, address5, address6;
    address1.SetBase ("10.1.1.0", "255.255.255.0");
    Ipv4InterfaceContainer subnet1Interfaces;
    subnet1Interfaces = address1.Assign (subnet1Devices);
    NodeContainer subnet2;
```

```

subnet2.Add (router.Get (0));
subnet2.Add (router.Get (1));
NetDeviceContainer subnet2Devices;
subnet2Devices = pointToPoint.Install (subnet2);
address2.SetBase ("10.1.2.0", "255.255.255.0");
Ipv4InterfaceContainer subnet2Interfaces;
subnet2Interfaces = address2.Assign (subnet2Devices);
NodeContainer subnet3;
subnet3.Add (router.Get (1));
subnet3.Add (router.Get (2));
NetDeviceContainer subnet3Devices;
subnet3Devices = pointToPoint.Install (subnet3);
address3.SetBase ("10.1.3.0", "255.255.255.0");
Ipv4InterfaceContainer subnet3Interfaces;
subnet3Interfaces = address3.Assign (subnet3Devices);
NodeContainer subnet4;
subnet4.Add (router.Get (1));
subnet4.Add (router.Get (3));
NetDeviceContainer subnet4Devices;
subnet4Devices = pointToPoint.Install (subnet4);
address4.SetBase ("10.1.4.0", "255.255.255.0");
Ipv4InterfaceContainer subnet4Interfaces;
subnet4Interfaces = address4.Assign (subnet4Devices);
NodeContainer subnet5;
subnet5.Add (router.Get (2));
subnet5.Add (host.Get (1));
NetDeviceContainer subnet5Devices;
subnet5Devices = pointToPoint.Install (subnet5);
address5.SetBase ("10.1.5.0", "255.255.255.0");
Ipv4InterfaceContainer subnet5Interfaces;
subnet5Interfaces = address5.Assign (subnet5Devices);
UdpEchoServerHelper echoServer (9);
ApplicationContainer serverApps = echoServer.Install (subnet5.Get (1));
serverApps.Start (Seconds (1.0));
serverApps.Stop (Seconds (10.0));
UdpEchoClientHelper echoClient (subnet5Interfaces.GetAddress (1), 9);
echoClient.SetAttribute ("MaxPackets", UIntegerValue (3));
echoClient.SetAttribute ("Interval", TimeValue (Seconds (1.0)));
echoClient.SetAttribute ("PacketSize", UIntegerValue (1024));
ApplicationContainer clientApps = echoClient.Install (subnet1.Get (0));
clientApps.Start (Seconds (1.0));
clientApps.Stop (Seconds (10.0));
Ipv4GlobalRoutingHelper::PopulateRoutingTables ();
AnimationInterface anim("Hybrid .xml");
Simulator::Run ();
Simulator::Destroy ();
return 0;
}

```

OUTPUT:



