

## NETWORK SIMULATION LAB

WEEK - 08

DATE:

NAME: Vivekananda Shonti

ROLL NO: 19R21A05H2

### PROBLEM STATEMENT: 08

Installation and Configuration of NETANIM

Installing NetAnim The website: <http://www.nsnam.org/wiki/index.php/NetAnim>

1. Install Mercurial: `apt-get/dnf install mercurial`
2. Install QT4 development package: `apt-get/dnf install qt4-dev-tools`
3. You can use Synaptic too, to install both the above packages.
4. Download NetAnim: hg clone <http://code.nsnam.org/netanim>
5. Build NetAnim: `cd netanim make clean qmake NetAnim.pro make` Compiling code with NetAnim

**So will have to make the following changes to the code, in order to view the animation on NetAnim.**

```
#include "..." #include "ns3/netanim-module.h"
//1 Include. . . int main ( int argc , char *argv [ ] ) { std : : string animFile = "somename.xml";
//2 Name of file for animation . . . AnimationInterface anim ( animFile );
//3 Animation interface Simulator : : Run (); Simulator : : Destroy (); return 0; }
```

#### To run the code:

1. Move the waf , waf.bat , wscript and wutils.py les in to the scratch folder (~nsallinone-3.24/ns-3.24/scratch/).
2. Move the example code to the scratch folder and make the changes required for NetAnim, as shown above.
3. Now cd to the scratch folder (cd ~/ns-allinone-3.24/ns-3.24/scratch/).
4. Run the code using the command: `./waf --run` Note: < lename> should not contain the extension .cc

#### To visualize on NetAnim:

1. cd to the netanim folder (cd ~/netanim/).
2. Run Netanim: `./NetAnim`
3. Include the .xml le generated in the ns-3.24 folder (~ns-allinone3.17/ns3.24/).

### OUTPUT:

