Setup

The simulation is run with three nodes in a network:

- Initiator: Initiates a TCP handshake.
- Responder: Sets up the connection.
- Router: Forwards packets.

Place tcp-ecn-example.cpp in the scratch/ directory and run:

```
./ns3 run "scratch/tcp-ecn-example"
```

Optional flags:

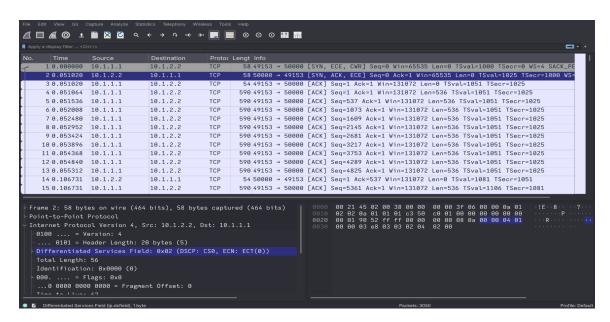
- --dropFirst: Drop the first SYN-ACK packet.
- --markSynAck: CE-mark the first ECN-enabled SYN-ACK.
- --dropAII: Drop all SYN-ACK packets.

Examples:

```
./ns3 run "scratch/tcp-ecn-example --dropFirst"
./ns3 run "scratch/tcp-ecn-example --markSynAck"
./ns3 run "scratch/tcp-ecn-example --markSynAck --dropFirst"
./ns3 run "scratch/tcp-ecn-example --markSynAck --dropAll"
```

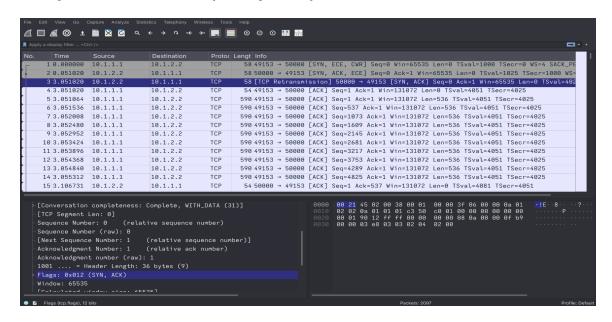
Results

1. Default Run



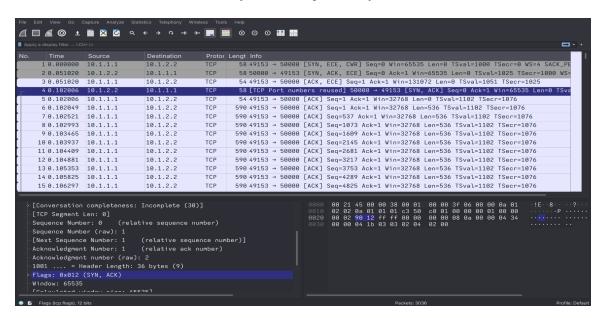
Observation: The SYN-ACK is ECN-enabled (ECT(0)), handshake succeeds, followed by data transmission.

2. Drop First SYN-ACK (--dropFirst)



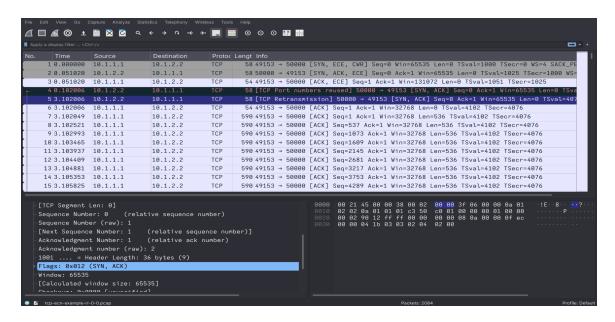
Observation: First SYN-ACK dropped triggers retransmission; second SYN-ACK unmarked, data flows after handshake.

3. CE-Mark First SYN-ACK (--markSynAck)



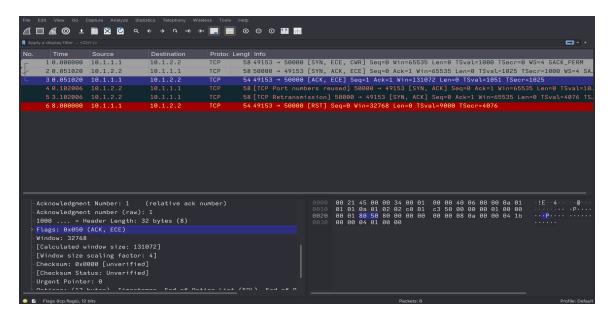
Observation: First SYN-ACK is CE-marked; initiator sends ECE-ACK; congestion window reduced (Win=32768).

4. CE-Mark + Drop First SYN-ACK (--markSynAck --dropFirst)



Observation: First CE-marked SYN-ACK acknowledged with ECE-ACK; subsequent non-ECT SYN-ACKs dropped.

5. CE-Mark + Drop All SYN-ACKs (--markSynAck --dropAll)



Observation: First CE-marked SYN-ACK triggers ECE-ACK; all subsequent SYN-ACKs dropped, handshake fails upon retransmission limit.