

MANET Simulator

PROJECT REPORT

Team GR1

Greg Moser, Matt Roberts,

James Woo, Yali Zhao

Project Info

- Team Members & Member Roles (who did what)
- How did team operate?
 - Meetings during or after class
 - Communication via email
 - Task assignment = ?
- Development Process Used
 - Random paradigm
 - [Wiki](#) for developmental notes
- What tools did you use for the development effort?
 - Eclipse, Subclipse
 - Subversion under Google Code

Accomplished Work

This project provides a GUI demonstration of an ad-hoc wireless network simulation that exercises specific protocols using different scenarios and presents results in a user friendly format.

Added 6 classes, 1161 LOC, 592 lines of comments
Modified countless lines

Total: 56 classes, 3670 LOC, 1270 lines of comments

Hours of effort: ?

The simulator is developed in a platform independent manner.
The codebase is in Java which is also platform independent.

Lessons learned

- What went right
 - Replays, DSDV
 - multiple code changes and additions before it was operational.
- What went wrong
 - UI Layout on multiple platforms
 - Once installed by a user the application could not access the logs which implement simulation replays.
- What would we do differently
 - Try and start from scratch
- What do we learn
 - How to modify/extend code.
 - To revise the existing software is better than create a software from scratch.
 - Trying things out sooner than later.



Search

Search:

Properties

Name: IP Address: X Coordinate: Y Coordinate: Power:

Messaging

Send From: Send To: Message: Protocol:

Node (b) received 'MESSAGE'

Node (b) Route expired: Route to 192.168.10.1 through 192.168.10.1
Node (a) Route expired: Route to 192.168.10.2 through 192.168.10.2
Node (b) DataPacket message number = 0 Received
Node (b) Broadcast expired: 192.168.10.1 Route 0
Node (a) Sending message to 192.168.10.2
Node (a) Searching for 192.168.10.2
Node (a) Attempting new route to 192.168.10.2
Node (a) 192.168.10.2 not found!

Demo