set ns [new Simulator] set trf [open p3.tr w]

$ns trace-all $trf

set naf [open p3.nam w]

$ns namtrace-all $naf set n0 [$ns node]

$n0 color "red"

$n0 label "Source 1" set n1 [$ns node]

$n1 color "blue"

$n1 label "Source 2" set n2 [$ns node]

$n2 color "magenta"

$n2 label "Destination 1" set n3 [$ns node]

$n3 color "green"

$n3 label "Destination 2"

set lan [$ns newLan "$n0 $n1 $n2 $n3" 5Mb 10ms LL Queue/DropTail Mac/802\_3] set tcp [new Agent/TCP]

$ns attach-agent $n0 $tcp

set ftp [new Application/FTP]

$ftp attach-agent $tcp

set sink [new Agent/TCPSink]

$ns attach-agent $n2 $sink

$ns connect $tcp $sink set udp [new Agent/UDP]

$ns attach-agent $n1 $udp

set cbr [new Application/Traffic/CBR]

$cbr attach-agent $udp set null [new Agent/Null]

$ns attach-agent $n3 $null

$ns connect $udp $null

proc finish {} { global ns naf trf

$ns flush-trace

exec nam p3.nam & close $trf

close $naf

exec echo "The number of packet drops due to collision are" & exec grep -c "^d" p3.tr &

exit 0

}

$ns at 0.1 "$cbr start"

$ns at 2.0 "$ftp start"

$ns at 1.9 "$cbr stop"

$ns at 4.3 "$ftp stop"

$ns at 6.0 "finish"

$ns run