#Create Simulator

set ns [new Simulator]

#Open trace and NAM trace file set ntrace [open p6.tr w]

$ns trace-all $ntrace

set namfile [open p6.nam w]

$ns namtrace-all $namfile #Finish Procedure

proc Finish {} {

global ns ntrace namfile

#Dump all trace data and close the file

$ns flush-trace close $ntrace close $namfile

#Execute the nam animation file exec nam p6.nam &

exit 0

}

#Create 3 nodes set n0 [$ns node] set n1 [$ns node] set n2 [$ns node]

$ns duplex-link $n0 $n1 1Mb 10ms DropTail

$ns duplex-link $n1 $n2 1Mb 10ms DropTail #Define the recv function for the class 'Agent/Ping'

#instproc adds class method called "RECEIVE" to calculate RTT Agent/Ping instproc recv {from rtt} {

#instvar adds instance variable, and brings them to the local scope

$self instvar node\_

#RTT is the length of time it takes for a signal to be sent plus the length of time it takes for an acknowledgement of that signal to be received.

puts "Node $from received ping answer from Node [$node\_ id] with Round Trip Time of $rtt ms"

}

#Create two ping agents and attach them to n(0) and n(2) set p0 [new Agent/Ping]

$ns attach-agent $n0 $p0 set p1 [new Agent/Ping]

$ns attach-agent $n2 $p1

$ns connect $p0 $p1 #Schedule events

$ns at 0.2 "$p0 send"

$ns at 0.4 "$p1 send"

$ns at 1.2 "$p0 send"

$ns at 1.7 "$p1 send"

$ns at 1.8 "Finish" #Run the Simulation

$ns run