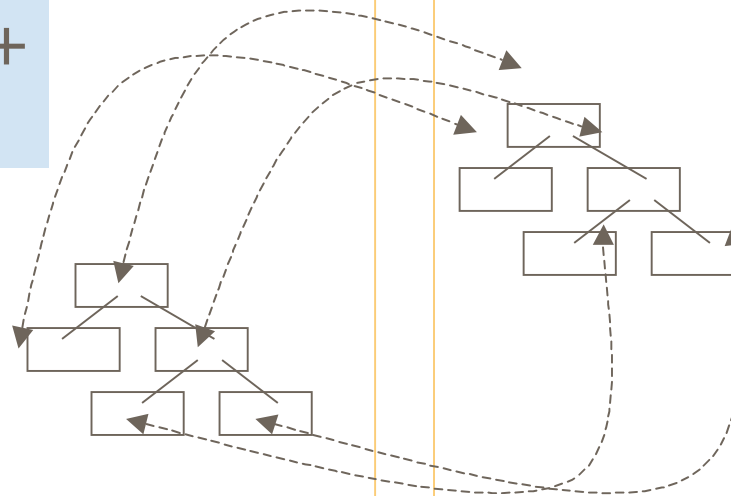**Agents/communication**

Simulations/scenarios

Pure C++
objects

Pure OTcl
objects

C++

OTcl

C++/OTcl split
objects

ns2