Lines added

```
#include "ns3/drop-tail-queue.h"

void
PacketsInQueueTrace (std::string context, uint32_t oldVal, uint32_t newVal)
{
  NS_LOG_UNCOND (std::fixed << context << " Q status at time " << (pow(10,9) *
Simulator::Now ().GetSeconds ()) << "ns is " << newVal);
}

double interval = 0.1;

cmd.AddValue ("interval", "interval of packet", interval);

pointToPoint.SetQueue ("ns3::DropTailQueue");

echoClient.SetAttribute ("MaxPackets", UintegerValue (15));
echoClient.SetAttribute ("Interval", TimeValue (Seconds (interval)));

Config::Connect("/NodeList/0/DeviceList/0/$ns3::PointToPointNetDevice/TxQueue/PacketsInQu
eue", MakeCallback(&PacketsInQueueTrace));
```