#### **TODO:** Title

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**Resumo.** Resumo. Resumo.

# 1. Introdução

Introdução

#### 2. Proposta

**Proposta** 

#### 3. Implementação

Implementação

```
// Stops retransmission attempts on remote station manager (RTS/
   CTS and Data)
Config::SetDefault("ns3::WifiRemoteStationManager::MaxSsrc",
  UintegerValue(0));
Config::SetDefault("ns3::WifiRemoteStationManager::MaxSlrc",
   UintegerValue(0));
// Create default PHY and Channel
YansWifiChannelHelper chan = YansWifiChannelHelper::Default();
YansWifiPhyHelper phy = YansWifiPhyHelper::Default();
// Set channel
phy.SetChannel(chan.Create());
// Set Reception Gain to 0
phy.Set("RxGain", DoubleValue(0));
// Disable signal detection so the sending devices don't backoff
phy.Set("EnergyDetectionThreshold", DoubleValue(0));
// Stop the PHY layer from declaring 'CCA_BUSY'
phy.Set("CcaModelThreshold", DoubleValue(0));
// Create and setup mobility
MobilityHelper mob;
mob.SetPositionAllocator("ns3::GridPositionAllocator",
        "MinX", DoubleValue(0),
        "MinY", DoubleValue(0),
        "DeltaX", DoubleValue(gridDeltaX),
        "DeltaY", DoubleValue(gridDeltaY),
        "GridWidth", UintegerValue(gridWidth),
        "LayoutType", StringValue("RowFirst"));
mob.SetMobilityModel("ns3::RandomWalk2dMobilityModel",
        "Bounds", RectangleValue(Rectangle(-walkX, walkX, -walkY,
            walkY)));
```

# 4. Resultados

#### Resultados

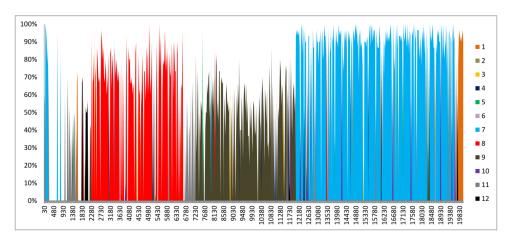


Figura 1. Variação de recebimento durante a execução do algoritmo QL

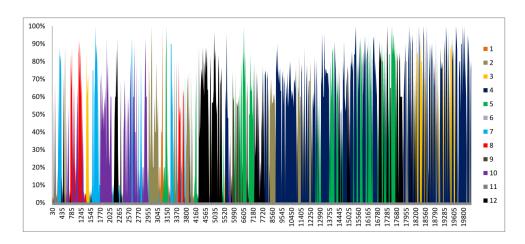


Figura 2. Variação de recebimento durante a execução do algoritmo ES

# 5. Conclusão

Conclusão

# Referências