

2. Implement transmission of ping messages/trace route over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.

```
set ns [new Simulator]
set tf [open lab2.tr w]
$ns trace-all $tf
```

```
set nf [open lab2.nam w]
$ns namtrace-all $nf
```

```
set n0 [$ns node]
set n1 [$ns node]
set n2 [$ns node]
set n3 [$ns node]
set n4 [$ns node]
set n5 [$ns node]
```

```
$n0 label "Ping1"
$n1 label "Ping2"
$n2 label "Ping3"
$n3 label "Ping4"
$n5 label "Ping5"
```

```
$ns duplex-link $n0 $n4 100Mb 300ms DropTail
$ns duplex-link $n1 $n4 1Mb 300ms DropTail
$ns duplex-link $n2 $n4 1Mb 300ms DropTail
$ns duplex-link $n3 $n4 100Mb 300ms DropTail
$ns duplex-link $n4 $n5 1Mb 300ms DropTail
```

#The below code is used to connect between the ping agent to the node

```
set ping1 [new Agent/Ping]
$ns attach-agent $n0 $ping1
$ping1 set packetSize_ 50000
$ping1 set interval_ 0.0001
```

```
set ping2 [new Agent/Ping]
$ns attach-agent $n1 $ping2
```

```
set ping3 [new Agent/Ping]
$ns attach-agent $n2 $ping3
$ping3 set packetSize_ 750
$ping3 set interval_ 0.0001
```

```
set ping4 [new Agent/Ping]
$ns attach-agent $n3 $ping4
```

```
set ping5 [new Agent/Ping]
$ns attach-agent $n5 $ping5
```

```
# Set queue limit between nodes
```

```
$ns queue-limit $n0 $n4 5
$ns queue-limit $n2 $n4 3
$ns queue-limit $n4 $n5 2
```

```
#Define a 'recv' function for the class 'Agent/Ping'
```

```
Agent/Ping instproc recv {from rtt} {
$self instvar node_
puts " The node [$node_ id] received an reply from $from with round trip time of $rtt"
}
```

```
$ns connect $ping1 $ping5
$ns connect $ping3 $ping4
```

```
proc finish {} {
global ns nf tf
exec nam lab2.nam &
$ns flush-trace
close $tf
close $nf
exit 0
}
```

#Schedule Events

\$ns at 0.1 "\$ping1 send"
\$ns at 0.2 "\$ping1 send"
\$ns at 0.3 "\$ping1 send"
\$ns at 0.4 "\$ping1 send"
\$ns at 0.5 "\$ping1 send"
\$ns at 0.6 "\$ping1 send"
\$ns at 0.7 "\$ping1 send"
\$ns at 0.8 "\$ping1 send"
\$ns at 0.9 "\$ping1 send"
\$ns at 1.0 "\$ping1 send"
\$ns at 1.0 "\$ping1 send"
\$ns at 1.1 "\$ping1 send"
\$ns at 1.2 "\$ping1 send"
\$ns at 1.3 "\$ping1 send"
\$ns at 1.4 "\$ping1 send"
\$ns at 1.5 "\$ping1 send"
\$ns at 1.6 "\$ping1 send"
\$ns at 1.7 "\$ping1 send"
\$ns at 1.8 "\$ping1 send"

\$ns at 0.1 "\$ping3 send"
\$ns at 0.2 "\$ping3 send"
\$ns at 0.3 "\$ping3 send"
\$ns at 0.4 "\$ping3 send"
\$ns at 0.5 "\$ping3 send"
\$ns at 0.6 "\$ping3 send"
\$ns at 0.7 "\$ping3 send"
\$ns at 0.8 "\$ping3 send"
\$ns at 0.9 "\$ping3 send"
\$ns at 1.0 "\$ping3 send"
\$ns at 1.1 "\$ping3 send"
\$ns at 1.2 "\$ping3 send"
\$ns at 1.3 "\$ping3 send"
\$ns at 1.4 "\$ping3 send"
\$ns at 1.5 "\$ping3 send"
\$ns at 1.6 "\$ping3 send"
\$ns at 1.7 "\$ping3 send"
\$ns at 1.8 "\$ping3 send"

\$ns at 3.0 "finish"
\$ns run