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Abstract

Researchers are designing new MANET routing protocols and comparing and improving existing MANET routing protocols before any routing protocols are standardized using simulations. However, the simulation results from different research groups are not consistent with each other. This is because of a lack of consistency in MANET routing protocol models and application environments, including networking and user traffic profiles. Therefore, the simulation scenarios are not equitable for all protocols and conclusions cannot be generalized.

Furthermore, it is difficult for one to choose a proper routing protocol for a given MANET application. In this paper Investigators for experimental purpose, considered 10 and 20 multiple random wireless nodes in 250mx250m terrain area and routing protocol DSR and find out the various simulation results like: Number of generated packets, sent packets, received, forward, dropped packet, Maximum and minimum generated packets size, Simulation length in seconds, number of generated bytes, number of sent bytes, number of received and forward bytes. Number of drop bytes.

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Index Terms

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Keywords

MANET packets simulation wireless bytes.