

VIGNAN UNIVERSITY:: VADLAMUDI

Two-day workshop on

“Network Simulator”



Department of CSE organized a two day workshop on “Network Simulator” on 22nd and 23rd oct 2011. The resource person of the workshop is Ch. Anand from Shastra Micro Systems, Hyderabad. The workshop was inaugurated by Prof. K.V.K. Kishore, HOD, CSE along with faculty and students. After the inauguration the sessions were handled by the resource person. He discussed the basics of networks, Wire shark and GNS3 TOOLS and shows node development, packet analysis and network sniffing concepts. The faculty from CSE, IT and ECE and 80 students were actively participated in the sessions. All expressed satisfaction about hands on learning experience on Graphical Network Simulator3. The Workshop was coordinated by Mr. S.V. Phani Kumar, Asst Prof, CSE.

A Network Simulator encompasses a wide range of networking technologies and helps the users to build complex networks from basic building blocks such as a variety of nodes and links. With the help of simulators, we can design hierarchical networks using various types of nodes like computers, hubs, bridges, routers, switches, links, mobile units etc. There are a wide variety of network simulators, ranging from the very simple to the very complex. Minimally, a network simulator must enable a user to represent a network topology, specifying the nodes on the network, the links between those nodes and the traffic between the nodes. More complicated

systems may allow the user to specify everything about the protocols used to handle network traffic. Graphical applications allow users to easily visualize the workings of their simulated environment. Text-based applications may provide a less intuitive interface, but may permit more advanced forms of customization. Others, such as GTNets, are programming-oriented, providing a programming framework that the user then customizes to create an application that simulates the networking environment to be tested.