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LAMPIRAN

```
#
# Default settings for the simulation
#

## Scenario settings
Scenario.name = default_scenario
Scenario.simulateConnections = true
Scenario.updateInterval = 0.1
# 43200s == 12h
Scenario.endTime = 10800

## Interface-specific settings:
# type : which interface class the interface belongs to
# For different types, the sub-parameters are interface-specific
# For SimpleBroadcastInterface, the parameters are:
# transmitSpeed : transmit speed of the interface (bytes per second)
# transmitRange : range of the interface (meters)

# "Bluetooth" interface for all nodes
btInterface.type = SimpleBroadcastInterface
# Transmit speed of 2 Mbps = 250kBps
btInterface.transmitSpeed = 250k
btInterface.transmitRange = 10

# High speed, long range, interface for group 4
highspeedInterface.type = SimpleBroadcastInterface
highspeedInterface.transmitSpeed = 10M
highspeedInterface.transmitRange = 1000

# Define 6 different node groups
Scenario.nrofHostGroups = 3

## Group-specific settings:
# groupID : Group's identifier. Used as the prefix of host names
# nrofHosts: number of hosts in the group
# movementModel: movement model of the hosts (valid class name from
movement package)
# waitTime: minimum and maximum wait times (seconds) after reaching
destination
# speed: minimum and maximum speeds (m/s) when moving on a path
# bufferSize: size of the message buffer (bytes)
# router: router used to route messages (valid class name from routing
package)
# activeTimes: Time intervals when the nodes in the group are active
```

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(start1, end1, start2, end2, ...)
# msgTtl : TTL (minutes) of the messages created by this host group,
default=infinite

## Group and movement model specific settings
# pois: Points Of Interest indexes and probabilities (poiIndex1, poiProb1,
poiIndex2, poiProb2, ... )
#   for ShortestPathMapBasedMovement
# okMaps : which map nodes are OK for the group (map file indexes),
default=all
#   for all MapBasedMovement models
# routeFile: route's file path - for MapRouteMovement
# routeType: route's type - for MapRouteMovement

# Common settings for all groups
Group.movementModel = ShortestPathMapBasedMovement
Group.router = EpidemicRouter
Group.bufferSize = 5M
Group.waitTime = 0, 120
# All nodes have the bluetooth interface
Group.nrofInterfaces = 1
Group.interface1 = btInterface
# Walking speeds
Group.speed = 0.5, 1.5
# Message TTL of 300 minutes (5 hours)
Group.msgTtl = 300

Group.nrofHosts = 50

# group1 (pedestrians) specific settings
Group1.groupID = node1_

# group2 specific settings
Group2.groupID = node2_
# cars can drive only on roads
Group2.okMaps = 1
# 10-50 km/h
Group2.speed = 2.7, 13.9

# another group of pedestrians
Group3.groupID = node3_

## Message creation parameters
# How many event generators
Events.nrof = 1

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# Class of the first event generator
Events1.class = MessageEventGenerator
# (following settings are specific for the MessageEventGenerator class)
# Creation interval in seconds (one new message every 25 to 35 seconds)
Events1.interval = 25,35
# Message sizes (500kB - 1MB)
Events1.size = 500k,1M
# range of message source/destination addresses
Events1.hosts = 0,125
# Message ID prefix
Events1.prefix = M

## Movement model settings
# seed for movement models' pseudo random number generator (default =
0)
MovementModel.rngSeed = 1
# World's size for Movement Models without implicit size (width, height;
meters)
MovementModel.worldSize = 4500, 3400
# How long time to move hosts in the world before real simulation
MovementModel.warmup = 1000

## Map based movement -movement model specific settings
MapBasedMovement.nrofMapFiles = 4

MapBasedMovement.mapFile1 = data/roads.wkt
MapBasedMovement.mapFile2 = data/main_roads.wkt
MapBasedMovement.mapFile3 = data/pedestrian_paths.wkt
MapBasedMovement.mapFile4 = data/shops.wkt

## Reports - all report names have to be valid report classes

# how many reports to load
Report.nrofReports = 1
# length of the warm up period (simulated seconds)
Report.warmup = 0
# default directory of reports (can be overridden per Report with output
setting)
Report.reportDir = reports/
# Report classes to load
Report.report1 = MessageStatsReport

## Default settings for some routers settings
ProphetRouter.secondsInTimeUnit = 30
SprayAndWaitRouter.nrofCopies = 6

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SprayAndWaitRouter.binaryMode = true

## Optimization settings -- these affect the speed of the simulation
## see World class for details.
Optimization.cellSizeMult = 5
Optimization.randomizeUpdateOrder = true

## GUI settings

# GUI underlay image settings
GUI.UnderlayImage.fileName = data/helsinki_underlay.png
# Image offset in pixels (x, y)
GUI.UnderlayImage.offset = 64, 20
# Scaling factor for the image
GUI.UnderlayImage.scale = 4.75
# Image rotation (radians)
GUI.UnderlayImage.rotate = -0.015

# how many events to show in the log panel (default = 30)
GUI.EventLogPanel.nrofEvents = 100
# Regular Expression log filter (see Pattern-class from the Java API for
RE-matching details)
#GUI.EventLogPanel.REfilter = .*p[1-9]<->p[1-9]$
```

LEMBAR PERBAIKAN SKRIPSI

"ANALISIS KINERJA ROUTING MAXPROP DAN ProPHET PADA DELAY TOLERANT NETWORK"


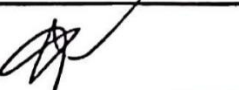

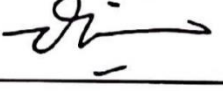
OLEH:

NUR ARIFA ISNAENI NAWIR


D421 15 509

Skripsi ini telah dipertahankan pada Ujian Akhir Sarjana tanggal 15 Agustus 2022.
Telah dilakukan perbaikan penulisan dan isi skripsi berdasarkan usulan dari penguji dan pembimbing skripsi.

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