


NS3
 buildsystem-cmake

first >
My Mac
Running ns3-dev-first-debug : first 2


<
>
C+ first








```
NS3 > first > Source Files > C+ first > main(argc, argv)

19 #include "ns3/internet-module.h"
20 #include "ns3/point-to-point-module.h"
21 #include "ns3/applications-module.h"
22
23 // Default Network Topology
24 //
25 //      10.1.1.0
26 // n0 ----- n1
27 //      point-to-point
28 //
29
30 using namespace ns3;
31
32 NS_LOG_COMPONENT_DEFINE ("FirstScriptExample");
```

```
33
34 int
35 main (int argc, char *argv[])
36 {
37     CommandLine cmd (__FILE__);
38     cmd.Parse (argc, argv);
39
40     Time::SetResolution (Time::NS);
41     LogComponentEnable ("UdpEchoClientApplication", LOG_LEVEL_INFO);
42     LogComponentEnable ("UdpEchoServerApplication", LOG_LEVEL_INFO);
43
44     NodeContainer nodes;
45     nodes.Create (2);
```

ns3-dev-first-debug > Thread 1 > 0 main Line: 40 Col: 1

```

> A argc = (int) 1 (11db)
> A argv = (char **) 0x7ffeefbff500
> L cmd (ns3::CommandLine)

```

Auto Filter All Output Filter