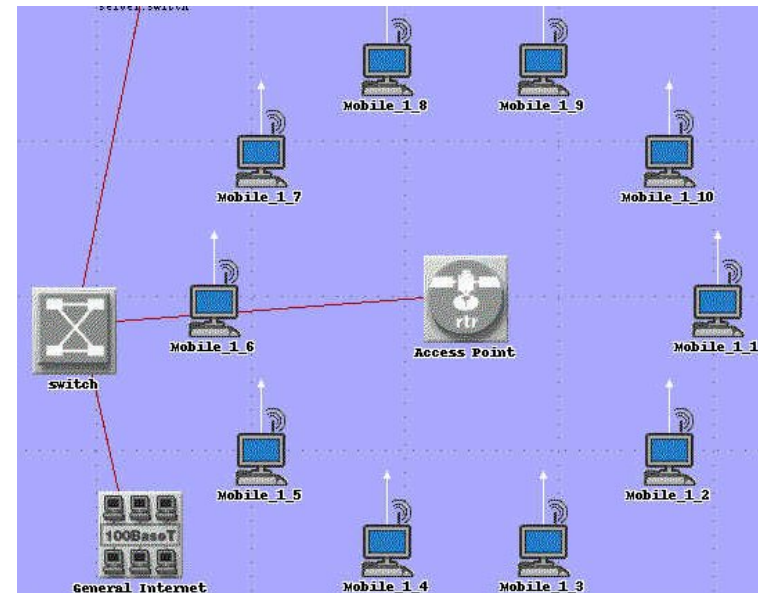
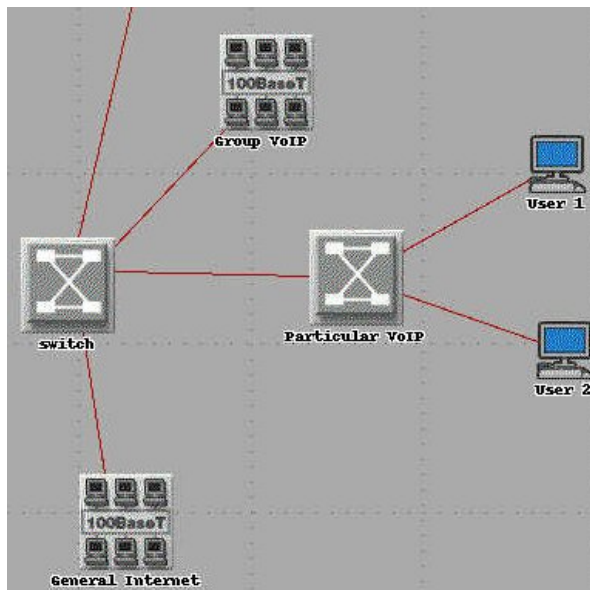
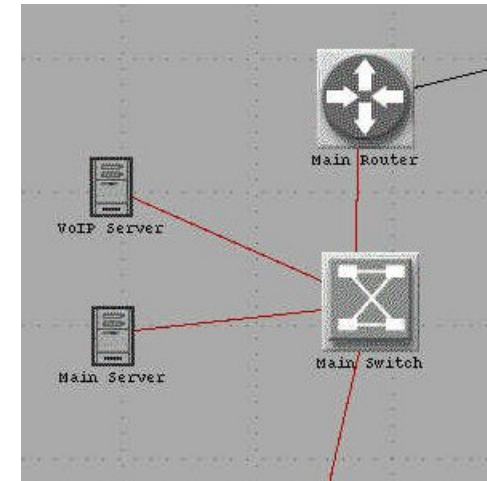
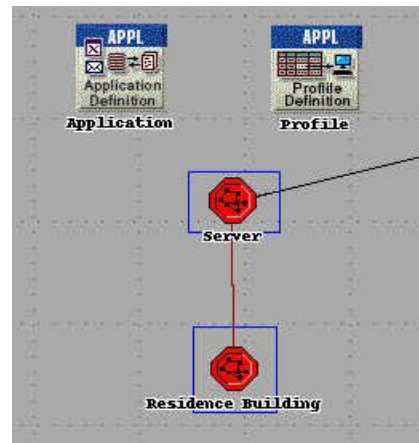


NETWORK TOPOLOGY



SCENARIOS

- 1 10 VoIP Clients over LAN under Different Traffic Conditions
- 2 Different Number of Clients over LAN
- 3 LAN vs WLAN Network
- 4 Different Number of Clients over WLAN
- 5 PCM vs. GSM Audio Codec

Results Table

Scenario Number	Scenario Description			Packet End-to-End Delay (s)	Jitter	Packet Loss Ratio	MOS	
1	LAN Network	10 Nodes	No Background Traffic	0.0608	< 0.00001	Minimal	3.6925	
2			Light Background Traffic	0.0612	< 0.00003	Minimal	3.6925	
3			Heavy Background Traffic	0.0621	< 0.00008	Minimal	3.6874	
4			Full Background Traffic	> 0.0871	< 0.00027	Minimal	3.6874	
5		30 Nodes	Heavy Background Traffic	> 0.4100	< 0.0017	> 25%	3.6873	
6	Wireless LAN Network	10 Nodes	No Background Traffic	0.0605	< 0.00004	Minimal	3.6912	
7			Heavy Background Traffic	0.0633	< 0.00009	Minimal	3.6848	
8		30 Nodes	No Background Traffic	> 0.7800	< 0.1100	➤ 44%	< 1.700	
9	LAN Network	10 Nodes	Heavy Background Traffic	PCM Codec	>0.0871	<0.00027	Minimal	3.6874
10				GSM Codec	>0.0750	<0.00035	Minimal	3.7300