ABSTRACT

The growth of the internet users, have increased the requirement of bigger traffic. The main reason of the reliable traffic is network capabilities to transmit multimedia messages. These service needs the right path selection in order to transmit the traffic through the network. Right QoS can be acquired by computing delay. To achieve desirable delay, packets can be past through shortest path with the maximum capacities.

In this final project will be studied some path that have its own criteria so that earn compare which is the most and best precisely path in submitting multimedia messages. The path that being discuss are shortest path, widest shortest path, and shortest widest path.

The end result of this final project is to find out the best path by comparing and analysing data from simulation. Analysis will only be limited on the used of bandwidth, hop count and distance.