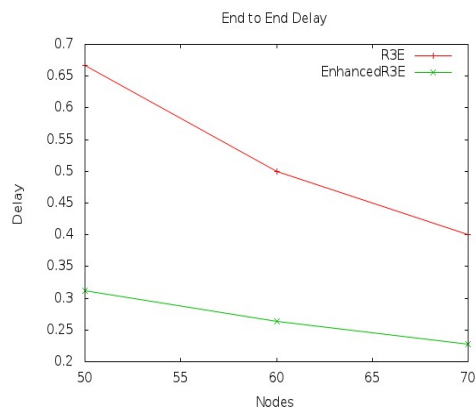


**Figure 4:** Graph showing comparison of packet delivery ratio between existing and proposed system.

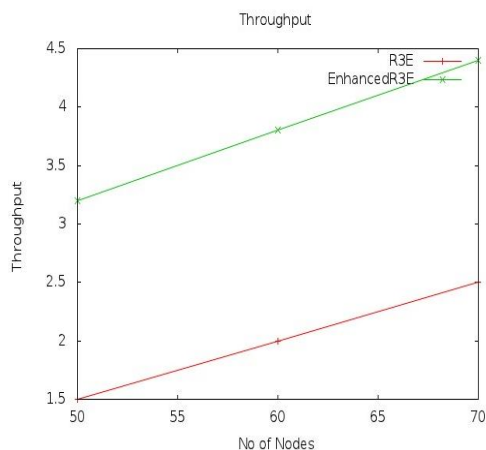
**(b) Delay:** the time taken for a packet to be transmitted from the source node to the destination node.



**Figure 5:** Graph showing comparison of throughput between existing and proposed system

**(c) Throughput**

Network throughput is the average rate of successful message delivery over a communication channel. This data may be delivered over a logical or physical link, or may pass through a certain network node. The throughput is generally measured in bits per second (bit/s or bps), and sometimes in data packets per time slot or data packets per second.



**Figure 6:** Graph showing comparison of throughput between existing and proposed system.

**5. Conclusion**

Secure and energy efficient Greedy Geographical routing supporting the dynamic nodes is presented in this project,

this protocol improves the overall network performance such as end-to-end delay, throughput and energy consumption. The proposed system is well suited for dynamically distributed Wireless Sensor Networks. The performance of the proposed system is evaluated using the NS2 network simulator and the proposed protocol shows improvement in performance, energy consumption and delay when compared to the existing AODV protocol. In future, load balancing could be brought in and more focus needs to be given on the security of the data or the packets transmitted from source to destination.

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