**Networks** 

Section ## 20

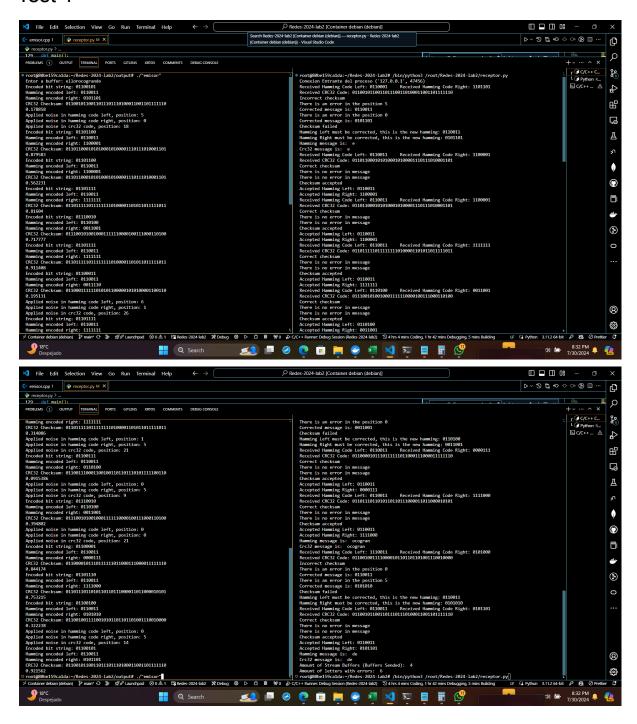
Carne 21527 Arturo Herberto Argueta Ávila

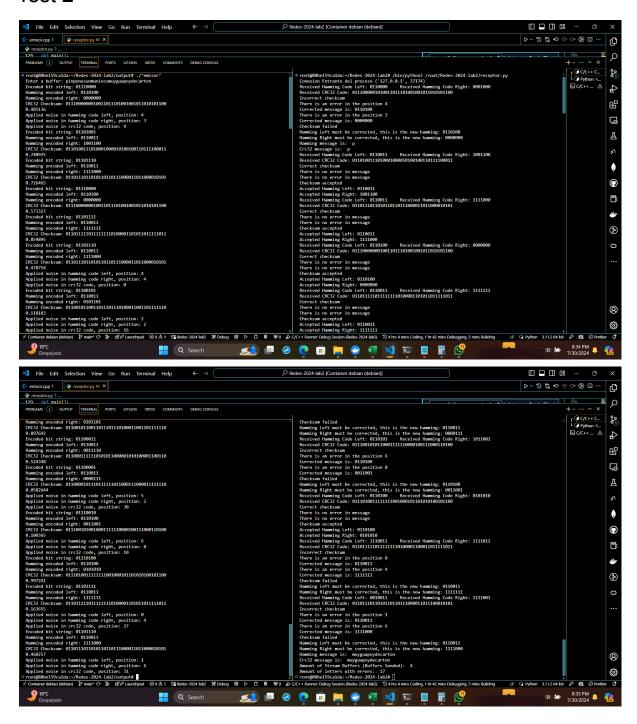
Carne 20172 Diego Andrés Alonzo Medinilla

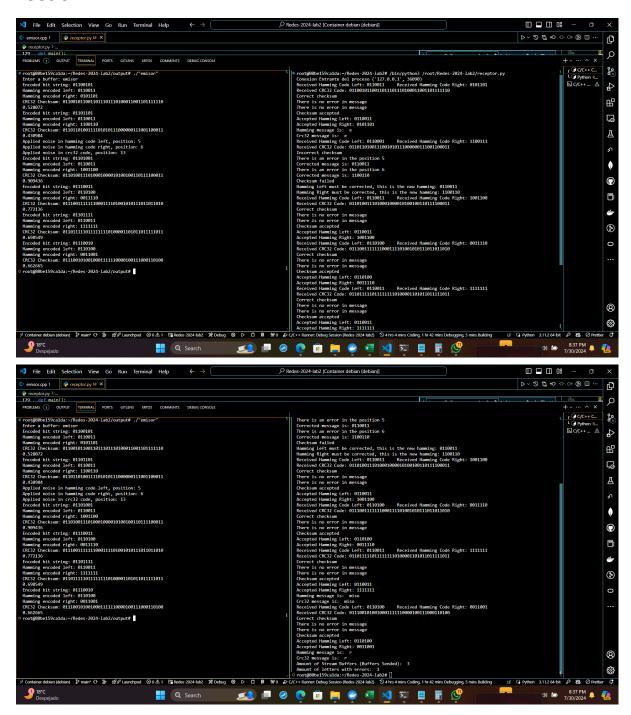
# Detection and Correction Schemes. Pt2

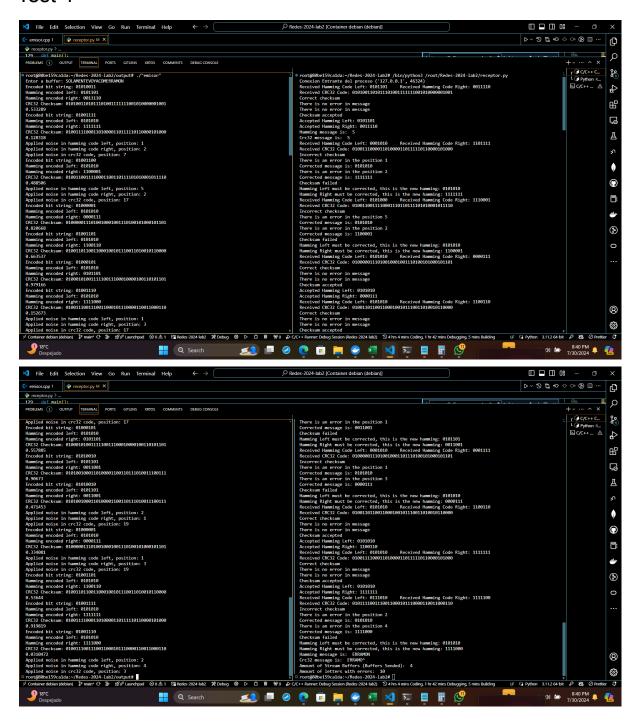
Lab # 2 Networks# 20

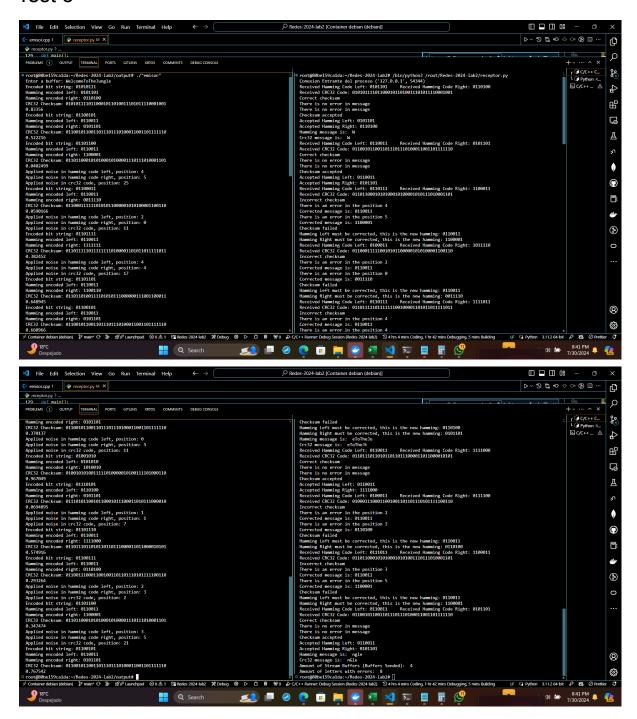
# **Tests**







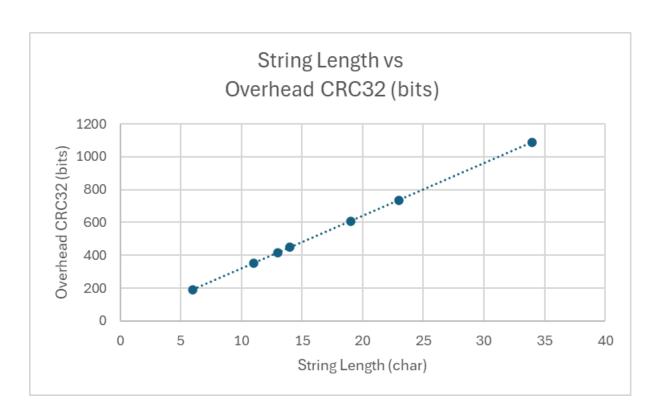


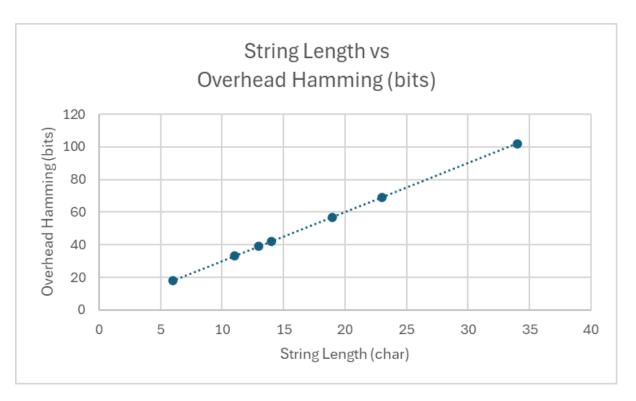


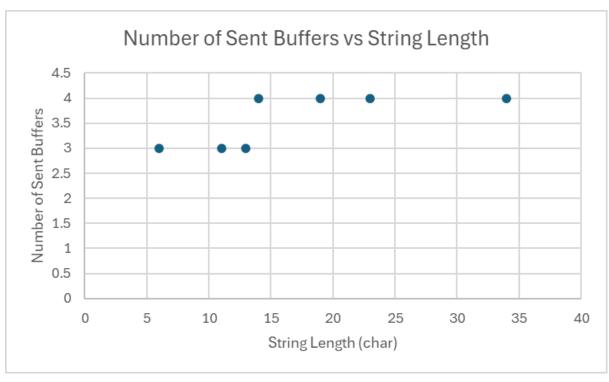
```
| Procession | Pro
```

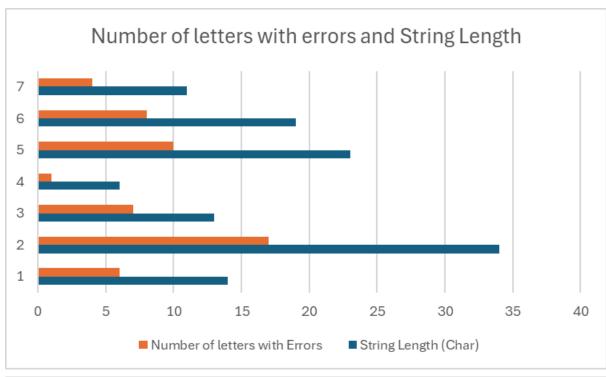
## Results

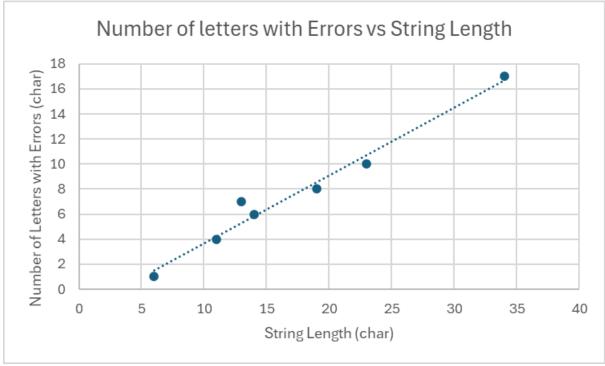
Chain	String Length (Char)	# of Sent Buffers	Overhead Hamming (bits)	Overhea d CRC32 (bits)	Number of letters with Errors	Percent Error
ellorocogrande	14	4	42	448	6	42.86%
pinponesunmunieco muyguapoydecarton	34	4	102	1088	17	50.00%
RaulSeleccion	13	3	39	416	7	53.85%
emisor	6	3	18	192	1	16.67%
SOLAMENTEVOYA COMERRAMON	23	4	69	736	10	43.48%
WelcomeToTheJung le	19	4	57	608	8	42.11%
1234567890	11	3	33	352	4	36.36%











# Discussion

Based on the 6 tests we did we saw that the algorithm with the best performance was Hamming because it was capable of correcting the messages. Also, as you can see the amount of Overhead used by Hamming represents 10 times less than the CRC32, as we see it is more efficient and is capable of correcting the messages. Also, we can see that in most cases there are errors so it's really recommended an algorithm capable of correcting the mistakes. In this particular case we couldn't see the best use case for mistakes detection

algorithms because it was a case that needed a lot of mistake correction, probably the best use case is a context where it needs to ensure the best data possible. So we can conclude that it will depend on the use case needed for the best algorithms.