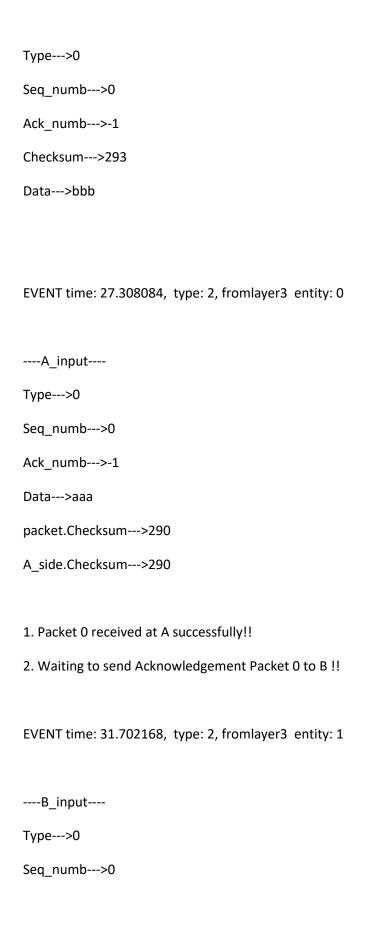
```
---- Stop and Wait Network Simulator Version 1.1 ------
Enter the number of messages to simulate: 5
Enter PiggyBacking: 1
Enter packet loss probability [enter 0.0 for no loss]:0.2
Enter packet corruption probability [0.0 for no corruption]:0.3
Enter average time between messages from sender's layer5 [ > 0.0]:20
Enter TRACE:2
Initializing *A*
Initializing *B*
EVENT time: 1.871395, type: 1, fromlayer5 entity: 1
*****B_output****
******Data aaa waiting to to be sent****
----B_output----
Type--->0
Seq_numb--->0
Ack_numb--->-1
Checksum--->290
Data--->aaa
```

## TOLAYER3: packet being corrupted

EVENT time: 5.961944, type: 2, fromlayer3 entity: 0
A_input
Type>0
Seq_numb>0
Ack_numb>-1
Data>Zaa
packet.Checksum>290
A_side.Checksum>283
**A_input**
Sending Negative Acknowledgement Packet(NACK) to *B* as Corrupted Packet was received!!!
TOLAYER3: packet being corrupted
EVENT time: 12.050966, type: 2, fromlayer3 entity: 1
B_input
Type>1
Seq_numb>0
Ack_numb>0
Data>Z

```
packet.Checksum--->1
B_side.Checksum--->91
**B_input**
Corrupted Acknowledgement Packet received!!
Will retransmit in the TIMER_INTERRUPT method after timeout.....
EVENT time: 21.871395, type: 0, timerinterrupt entity: 1
B_timerinterrupt
Time is up....Retransmitting packet in INTERRUPT method!!
Type--->0
Seq_numb--->0
Ack_numb--->-1
Data--->aaa
packet.Checksum--->290
EVENT time: 26.746420, type: 1, fromlayer5 entity: 0
******A_output****
******Data bbb waiting to to be sent****
----A_output----
```



```
Ack_numb--->-1
```

Data--->bbb

packet.Checksum--->293

B\_side.Checksum--->293

- 1. Packet 0 received at B successfully!!
- 2. Waiting to send Acknowledgement Packet 0 at A  $\mathop{!!}$

EVENT time: 41.871395, type: 0, timerinterrupt entity: 1

 $B\_timerinterrupt$ 

Time is up....Retransmitting packet in INTERRUPT method!!

Type--->0

Seq\_numb--->0

Ack\_numb--->-1

Data--->aaa

packet.Checksum--->290

EVENT time: 46.746422, type: 0, timerinterrupt entity: 0

A\_timerinterrupt

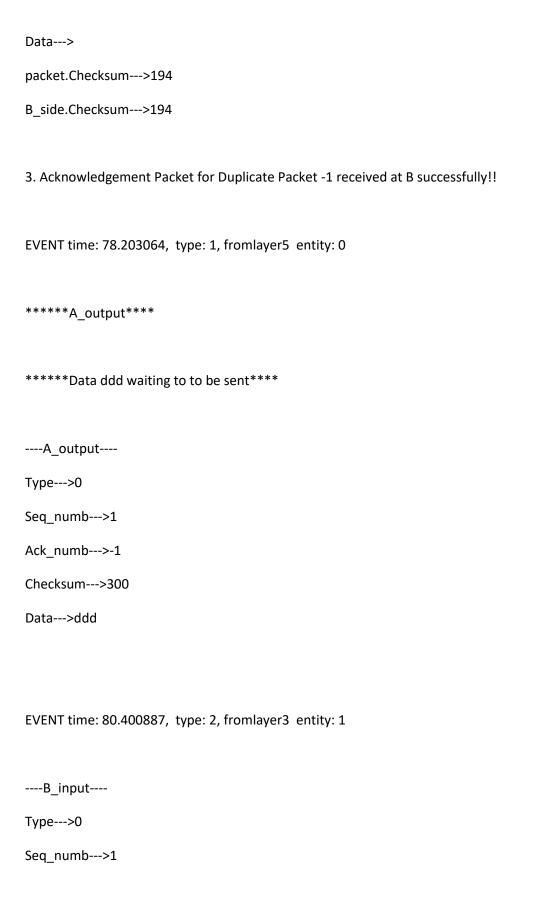
Time is up....Retransmitting packet in INTERRUPT method!!

TOLAYER3: packet being corrupted

EVENT time: 46.961880, type: 1, fromlayer5 entity: 1

```
*****B_output****
*****Data ccc waiting to to be sent****
EVENT time: 50.447525, type: 2, fromlayer3 entity: 0
----A_input----
Type--->0
Seq_numb--->0
Ack_numb--->-1
Data--->aaa
packet.Checksum--->290
A_side.Checksum--->290
1. Packet 0 received at A successfully!!
2. Acknowledgement Packet for Duplicate packet 0 sent to B!!
EVENT time: 51.322857, type: 2, fromlayer3 entity: 1
----B_input----
Type--->0
Seq_numb--->0
Ack_numb--->-1
Data--->Zbb
```

```
packet.Checksum--->293
B_side.Checksum--->285
**B_input**
Sending Negative Acknowledgement Packet(NACK) to *A* as Corrupted Packet was received!!!
EVENT time: 52.380260, type: 2, fromlayer3 entity: 0
----A_input----
Type--->1
Seq_numb--->0
Ack_numb--->-1
Data--->bbb
packet.Checksum--->294
A_side.Checksum--->294
3. Acknowledgement Packet 0 received at A successfully!!
EVENT time: 56.693352, type: 2, fromlayer3 entity: 1
----B_input----
Type--->1
Seq_numb--->-1
Ack_numb--->0
```



```
Ack_numb--->-1
Data--->ddd
packet.Checksum--->300
B_side.Checksum--->300
1. Packet 1 received at B successfully!!
2. Waiting to send Acknowledgement Packet 1 at A!!
EVENT time: 98.203064, type: 0, timerinterrupt entity: 0
A_timerinterrupt
Time is up....Retransmitting packet in INTERRUPT method!!
     TOLAYER3: packet being lost
EVENT time: 100.192261, type: 1, fromlayer5 entity: 1
*****B_output****
******Data eee waiting to to be sent****
----B_output----
Type--->2
Seq_numb--->1
Ack_numb--->1
Checksum--->307
```

Data	->eee
------	-------

TOLAYER3: packet being corrupted

EVENT time: 104.771164, type: 2, fromlayer3 entity: 0

----A\_input----

Type--->2

Seq\_numb--->1

Ack\_numb--->1

Data--->Zee

packet.Checksum--->307

A\_side.Checksum--->296

\*\*A\_input\*\*

Sending Negative Acknowledgement Packet(NACK) to \*B\* as Corrupted Packet was received!!!

TOLAYER3: packet being corrupted

EVENT time: 113.749954, type: 2, fromlayer3 entity: 1

----B\_input----

Type--->1

Seq\_numb--->0

Ack\_numb--->-1

```
Data--->Zaa
packet.Checksum--->291
B_side.Checksum--->284
**B_input**
Corrupted Acknowledgement Packet received!!
Will retransmit in the TIMER_INTERRUPT method after timeout.....
EVENT time: 118.203064, type: 0, timerinterrupt entity: 0
A_timerinterrupt
Time is up....Retransmitting packet in INTERRUPT method!!
EVENT time: 120.122925, type: 2, fromlayer3 entity: 1
----B_input----
Type--->0
Seq_numb--->1
Ack_numb--->-1
Data--->ddd
packet.Checksum--->300
B_side.Checksum--->300
1. Packet 1 received at B successfully!!
```

2.	Acknowledgement	Packet for	Duplicate	packet 1	sent at A!!
	, totallo ti le ageilleile	. acitet ioi	z apcate	packet ±	56116 467611

TOLAYER3: packet being corrupted

EVENT time: 120.192261, type: 0, timerinterrupt entity: 1

 $B\_timerinterrupt$ 

Time is up....Retransmitting packet in INTERRUPT method!!

Type--->2

Seq\_numb--->1

Ack\_numb--->1

Data--->eee

packet.Checksum--->307

EVENT time: 129.757889, type: 2, fromlayer3 entity: 0

----A\_input----

Type--->1

Seq\_numb--->999999

Ack\_numb--->0

Data--->

packet.Checksum--->200

A\_side.Checksum--->1000200

\*\*A\_input\*\*

Corrupted Acknowledgement Packet received!!
Will retransmit in the TIMER_INTERRUPT method after timeout
EVENT time: 135.839218, type: 2, fromlayer3 entity: 0
A_input
Type>2
Seq_numb>1
Ack_numb>1
Data>eee
packet.Checksum>307
A_side.Checksum>307
3. PiggyBacked Acknowledgement Packet 1 received at A successfully!!
EVENT time: 140.192261, type: 0, timerinterrupt entity: 1
B_timerinterrupt
Time is upRetransmitting packet in INTERRUPT method!!
Type>2
Seq_numb>1
Ack_numb>1
Data>eee
packet.Checksum>307

A_input					
Туре>2					
Seq_numb>1					
Ack_numb>1					
Data>eee					
packet.Checksum>307					
A_side.Checksum>307					
3. Duplicate PiggyBackAcknowledgement Packet 1 received at A successfully!!					
2. Acknowledgement Packet for Duplicate Piggyback packet 1 sent to B!!					
TOLAYER3: packet being lost					
EVENT time: 160.192261, type: 0, timerinterrupt entity: 1					
B_timerinterrupt					
Time is upRetransmitting packet in INTERRUPT method!!					
Туре>2					
Seq_numb>1					
Ack_numb>1					
Data>eee					
packet.Checksum>307					
TOLAYER3: packet being corrupted					

EVENT time: 144.743973, type: 2, fromlayer3 entity: 0

A_input
Type>2
Seq_numb>1
Ack_numb>1
Data>Zee
packet.Checksum>307
A_side.Checksum>296
**A_input**
Sending Negative Acknowledgement Packet(NACK) to *B* as Corrupted Packet was received!!!
EVENT time: 173.599701, type: 2, fromlayer3 entity: 1
B_input
Type>1
Seq_numb>1
Ack_numb>1
Data>eee
packet.Checksum>306
B_side.Checksum>306

EVENT time: 167.904007, type: 2, fromlayer3 entity: 0

3. Acknowledgement Packet 1 received at B successfully!!

Simulator terminated at time 173.599701 after sending 5 msgs from layer5

Process returned 0 (0x0) execution time: 10.204 s

Press any key to continue.