

----- 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----

Type--->0

Seq\_numb--->0

Ack\_numb--->-1

Checksum--->293

Data--->bbb

EVENT time: 27.308084, 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. Waiting to send Acknowledgement Packet 0 to B !!

EVENT time: 31.702168, type: 2, fromlayer3 entity: 1

----B\_input----

Type--->0

Seq\_numb--->0

Ack\_num-->-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 !!

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

B\_timerinterrupt

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

Type-->0

Seq\_num-->0

Ack\_num-->-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

Data--->

packet.Checksum--->194

B\_side.Checksum--->194

3. Acknowledgement Packet for Duplicate Packet -1 received at B successfully!!

EVENT time: 78.203064, type: 1, fromlayer5 entity: 0

\*\*\*\*\*A\_output\*\*\*\*\*

\*\*\*\*\*Data ddd waiting to to be sent\*\*\*\*\*

----A\_output----

Type--->0

Seq\_numb--->1

Ack\_numb--->-1

Checksum--->300

Data--->ddd

EVENT time: 80.400887, 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.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 !!

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

Type--->2

Seq\_numb--->1

Ack\_numb--->1

Data--->eee

packet.Checksum--->307

EVENT time: 144.743973, 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. 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 up....Retransmitting packet in INTERRUPT method!!

Type--->2

Seq\_numb--->1

Ack\_numb--->1

Data--->eee

packet.Checksum--->307

TOLAYER3: packet being corrupted

EVENT time: 167.904007, 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

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.