

----- Stop and Wait Network Simulator Version 1.1 -----

Enter the number of messages to simulate: 5

Enter PiggyBacking: 0

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]:500

Enter TRACE:2

Initializing *A*

Initializing *B*

EVENT time: 46.784874, 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: 50.875423, 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: 56.964447, 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: 66.784874, 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: 72.221565, 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 0 sent to B !!

TOLAYER3: packet being corrupted

EVENT time: 80.461227, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_numb--->0

Ack_numb--->0

Data--->Zaa

packet.Checksum--->292

B_side.Checksum--->285

****B_input****

Corrupted Acknowledgement Packet received!!

Will retransmit in the TIMER_INTERRUPT method after timeout.....

EVENT time: 86.784874, 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: 89.669914, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_num--->0

Ack_num--->-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: 96.556297, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_num--->-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: 668.660522, 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: 672.536804, type: 2, fromlayer3 entity: 1

----B_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->bbb

packet.Checksum--->293

B_side.Checksum--->293

1. Packet 0 received at B successfully!!

2. Acknowledgement Packet 0 sent at A !!

EVENT time: 678.098206, type: 2, fromlayer3 entity: 0

----A_input----

Type--->1

Seq_numb--->0

Ack_numb--->0

Data--->bbb

packet.Checksum--->295

A_side.Checksum--->295

3. Acknowledgement Packet 0 received at A successfully!!

EVENT time: 944.914063, type: 1, fromlayer5 entity: 0

*****A_output*****

*****Data ccc waiting to to be sent*****

----A_output----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Checksum--->297

Data--->ccc

EVENT time: 951.292419, type: 1, fromlayer5 entity: 1

*****B_output*****

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

----B_output----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Checksum--->300

Data--->ddd

TOLAYER3: packet being lost

EVENT time: 954.249084, type: 2, fromlayer3 entity: 1

----B_input----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->ccc

packet.Checksum--->297

B_side.Checksum--->297

1. Packet 1 received at B successfully!!

2. Acknowledgement Packet 1 sent at A !!

TOLAYER3: packet being corrupted

EVENT time: 958.828003, type: 2, fromlayer3 entity: 0

----A_input----

Type--->1

Seq_numb--->1

Ack_numb--->1

Data--->Zcc

packet.Checksum--->300

A_side.Checksum--->291

****A_input****

Corrupted Acknowledgement Packet received!!

Will retransmit in the TIMER_INTERRUPT method after timeout.....

EVENT time: 964.914063, type: 0, timerinterrupt entity: 0

A_timerinterrupt

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

TOLAYER3: packet being corrupted

EVENT time: 971.292419, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->ddd

packet.Checksum--->300

EVENT time: 973.212280, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->ddd

packet.Checksum--->300

A_side.Checksum--->300

1. Packet 1 received at A successfully!!

2. Acknowledgement Packet 1 sent to B !!

TOLAYER3: packet being corrupted

EVENT time: 973.892822, type: 2, fromlayer3 entity: 1

----B_input----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->Zcc

packet.Checksum--->297

B_side.Checksum--->288

****B_input****

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

EVENT time: 979.974182, type: 2, fromlayer3 entity: 0

----A_input----

Type--->1

Seq_numb--->1

Ack_numb--->-1

Data--->ccc

packet.Checksum--->298

A_side.Checksum--->298

3. Acknowledgement Packet 1 received at A successfully!!

EVENT time: 983.527771, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_numb--->999999

Ack_numb--->1

Data--->ddd

packet.Checksum--->303

B_side.Checksum--->1000301

****B_input****

Corrupted Acknowledgement Packet received!!

Will retransmit in the TIMER_INTERRUPT method after timeout.....

EVENT time: 991.292419, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->ddd

packet.Checksum--->300

EVENT time: 995.844116, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->ddd

packet.Checksum--->300

A_side.Checksum--->300

1. Packet 1 received at A successfully!!

2. Acknowledgement Packet for Duplicate packet 1 sent to B !!

TOLAYER3: packet being lost

EVENT time: 1011.292419, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->ddd

packet.Checksum--->300

TOLAYER3: packet being corrupted

EVENT time: 1019.004150, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->1

Ack_numb--->-1

Data--->Zdd

packet.Checksum--->300

A_side.Checksum--->290

A_input

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

EVENT time: 1024.699829, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_numb--->1

Ack_numb--->-1

Data--->ddd

packet.Checksum--->301

B_side.Checksum--->301

3. Acknowledgement Packet 1 received at B successfully!!

EVENT time: 1084.383667, type: 1, fromlayer5 entity: 1

*****B_output*****

*****Data eee waiting to to be sent*****

----B_output----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Checksum--->302

Data--->eee

TOLAYER3: packet being corrupted

EVENT time: 1092.237427, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->Zee

packet.Checksum--->302

A_side.Checksum--->291

****A_input****

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

TOLAYER3: packet being lost

EVENT time: 1104.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

TOLAYER3: packet being corrupted

EVENT time: 1113.907349, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->Zee

packet.Checksum--->302

A_side.Checksum--->291

****A_input****

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

TOLAYER3: packet being lost

EVENT time: 1124.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

TOLAYER3: packet being lost

EVENT time: 1144.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

EVENT time: 1145.544312, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

A_side.Checksum--->302

1. Packet 0 received at A successfully!!

2. Acknowledgement Packet 0 sent to B !!

TOLAYER3: packet being corrupted

EVENT time: 1149.740601, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_num--->0

Ack_num--->0

Data--->Zee

packet.Checksum--->304

B_side.Checksum--->293

****B_input****

Corrupted Acknowledgement Packet received!!

Will retransmit in the TIMER_INTERRUPT method after timeout.....

EVENT time: 1164.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_num--->0

Ack_num--->-1

Data--->eee

packet.Checksum--->302

TOLAYER3: packet being lost

EVENT time: 1184.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

EVENT time: 1185.927246, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

A_side.Checksum--->302

1. Packet 0 received at A successfully!!

2. Acknowledgement Packet for Duplicate packet 0 sent to B !!

TOLAYER3: packet being lost

EVENT time: 1204.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

EVENT time: 1210.301514, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

A_side.Checksum--->302

1. Packet 0 received at A successfully!!

2. Acknowledgement Packet for Duplicate packet 0 sent to B !!

TOLAYER3: packet being corrupted

EVENT time: 1217.696289, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_numb--->-1

Ack_numb--->0

Data--->Zee

packet.Checksum--->202

B_side.Checksum--->292

****B_input****

Corrupted Acknowledgement Packet received!!

Will retransmit in the TIMER_INTERRUPT method after timeout.....

EVENT time: 1224.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

TOLAYER3: packet being lost

EVENT time: 1244.383667, type: 0, timerinterrupt entity: 1

B_timerinterrupt

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

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

EVENT time: 1249.066406, type: 2, fromlayer3 entity: 0

----A_input----

Type--->0

Seq_numb--->0

Ack_numb--->-1

Data--->eee

packet.Checksum--->302

A_side.Checksum--->302

1. Packet 0 received at A successfully!!

2. Acknowledgement Packet for Duplicate packet 0 sent to B !!

EVENT time: 1252.034912, type: 2, fromlayer3 entity: 1

----B_input----

Type--->1

Seq_numb--->-1

Ack_numb--->0

Data--->

packet.Checksum--->202

B_side.Checksum--->202

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

Simulator terminated at time 1252.034912

after sending 5 msgs from layer5

Process returned 0 (0x0) execution time : 17.421 s

Press any key to continue.