1 - Presistent Init: define TIME\_SLOT 200 define prop\_time = 300 Start define Max attempts (Value) SetAddress SetMode(PRES) int curr\_sn (Sequence Number) enum: (Transmit/Recieve) case = Transmit char \* payload = "Eyal and Saar" case Transmit int payload\_size = len(payload) int curr\_time int prev\_time int sending = 0 int failed\_packets =0 int rand wait; case Receive No Stop readPackage() = 1? No sending = 1? Yes No No Type = 1? checkLine() = 1? Stop Yes Yes startPackage(payload,payload\_size) No SN = curr\_sn? prev time = millis() sending = 1 Yes Ack received: curr time = millis() Generate new frame (Update data array and curr\_sn) case = Transmit No No Stop if(curr\_time - prev\_time >= prop\_time) checkLine() = 0? Stop Yes Yes endPackage(1) endPackage(0) sending = 0 sending = 0 failed\_packets++ failed\_packets = 0 case = Recieve case = Trasmit Stop call Collision\_func