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1. SendAck.h

In this file we described the message struct, composed of three field:

- type: which describes the type of message (REQ/RESP).
- counter : which keeps track of the message number.
- value: which represents the value read from the fake sensor.

2. SendAckAppC.nc

We used this file to wire all the components and interfaces to the SendAckC.nc file. And we also wired the FakeSensorC.nc file to read the values from the fake sensor.

3. SendAckC.nc

In this file we implemented all the logic of the single modules. We intensively used the DBG statements to the debug the actions of both our motes.
Using the TOS_NODE_ID variable, we managed to decouple the implementation of the functions for the two motes.
The PacketAcknowledgements interface has been used to guarantee that all the requests sent by mote 1 and received by mote 2 were acked. The variable req_id took count of the number of received acks

4. RunSimulationScript.py

This python script is used to initialize the motes, the debug channels and run the simulation. In the end all the log is printed in a text file, called `simulation.log`