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

Enter the number of messages to simulate: 5

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

Enter CRC Steps:0

Enter piggybacking:0

Enter Generator Polynomial:11001

EVENT time: 46.784874, type: 1, fromlayer3 entity: 1

----------------------B receives Packet\_B0 from layer3-----------------------

----------------------B sends Frame\_B0 to A -------------------------

Type : 0 , Seq : 0 , Ack : -1 , Checksum : 6 , Data : aaa

TOLAYER1: packet being corrupted

EVENT time: 50.875423, type: 2, fromlayer1 entity: 0

8 , 6

--------------------Corrupted Frame at A side------------------------

EVENT time: 246.784882, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B0 to A +++++++++++++++++++

Type : 0 , Seq : 0 , Ack : -1 , Checksum : 6 , Data : aaa

TOLAYER1: packet being corrupted

EVENT time: 252.873901, type: 2, fromlayer1 entity: 0

8 , 6

--------------------Corrupted Frame at A side------------------------

EVENT time: 446.784882, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B0 to A +++++++++++++++++++

Type : 0 , Seq : 0 , Ack : -1 , Checksum : 6 , Data : aaa

EVENT time: 452.221558, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 0 , Ack : 0 , Checksum : 9 , Data :

TOLAYER1: packet being corrupted

EVENT time: 460.461212, type: 2, fromlayer1 entity: 1

1 , 9

-----------------------Corrupted Frame at B side-----------------------------

EVENT time: 646.784912, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B0 to A +++++++++++++++++++

Type : 0 , Seq : 0 , Ack : -1 , Checksum : 6 , Data : aaa

EVENT time: 649.669922, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 0 , Ack : 0 , Checksum : 9 , Data :

EVENT time: 656.556274, type: 2, fromlayer1 entity: 1

9 , 9

------------------------B receives a ACK Frame from layer1--------------------------

------------------------B received ACK for Frame\_B0-------------------------

EVENT time: 668.660522, type: 1, fromlayer3 entity: 0

----------------------A receives Packet\_A0 from layer3-----------------------

----------------------A sends Frame\_A0 to B -------------------------

Type : 0 , Seq : 0 , Ack : -1 , Checksum : 11 , Data : bbb

EVENT time: 672.536804, type: 2, fromlayer1 entity: 1

11 , 11

----------------------B receives a data Frame from layer1----------------------------

-----------------------B sends ACK Frame to A ------------------------

Type : 1 , Seq : 0 , Ack : 0 , Checksum : 9 , Data :

EVENT time: 678.098206, type: 2, fromlayer1 entity: 0

9 , 9

------------------------A receives a ACK Frame from layer1--------------------------

------------------------A received ACK for Frame\_A0-------------------------

EVENT time: 944.914063, type: 1, fromlayer3 entity: 0

----------------------A receives Packet\_A1 from layer3-----------------------

----------------------A sends Frame\_A1 to B -------------------------

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 9 , Data : ccc

EVENT time: 951.292419, type: 1, fromlayer3 entity: 1

----------------------B receives Packet\_B1 from layer3-----------------------

----------------------B sends Frame\_B1 to A -------------------------

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 954.249084, type: 2, fromlayer1 entity: 1

9 , 9

----------------------B receives a data Frame from layer1----------------------------

-----------------------B sends ACK Frame to A ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

TOLAYER1: packet being corrupted

EVENT time: 958.828003, type: 2, fromlayer1 entity: 0

0 , 8

--------------------Corrupted Frame at A side------------------------

EVENT time: 1084.383667, type: 1, fromlayer3 entity: 1

EVENT time: 1144.914063, type: 0, timerinterrupt entity: 0

++++++++++++++++++ A re-sends Frame\_A1 to B +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 9 , Data : ccc

TOLAYER1: packet being corrupted

EVENT time: 1151.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

EVENT time: 1153.212280, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

TOLAYER1: packet being corrupted

EVENT time: 1153.892822, type: 2, fromlayer1 entity: 1

12 , 9

-----------------------Corrupted Frame at B side-----------------------------

EVENT time: 1163.527832, type: 2, fromlayer1 entity: 1

13 , 8

-----------------------Corrupted Frame at B side-----------------------------

EVENT time: 1344.914063, type: 0, timerinterrupt entity: 0

++++++++++++++++++ A re-sends Frame\_A1 to B +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 9 , Data : ccc

EVENT time: 1350.995361, type: 2, fromlayer1 entity: 1

9 , 9

----------------------B receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------B sends ACK Frame to A ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

EVENT time: 1351.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 1355.547119, type: 2, fromlayer1 entity: 0

8 , 8

------------------------A receives a ACK Frame from layer1--------------------------

------------------------A received ACK for Frame\_A1-------------------------

EVENT time: 1551.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being corrupted

EVENT time: 1559.004272, type: 2, fromlayer1 entity: 0

14 , 6

--------------------Corrupted Frame at A side------------------------

EVENT time: 1751.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

EVENT time: 1756.988159, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

TOLAYER1: packet being corrupted

EVENT time: 1764.841919, type: 2, fromlayer1 entity: 1

0 , 8

-----------------------Corrupted Frame at B side-----------------------------

EVENT time: 1951.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 2151.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being corrupted

EVENT time: 2160.816162, type: 2, fromlayer1 entity: 0

14 , 6

--------------------Corrupted Frame at A side------------------------

EVENT time: 2351.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 2551.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 2751.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

EVENT time: 2752.453125, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

TOLAYER1: packet being corrupted

EVENT time: 2756.649414, type: 2, fromlayer1 entity: 1

0 , 8

-----------------------Corrupted Frame at B side-----------------------------

EVENT time: 2951.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 3151.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

EVENT time: 3152.835938, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

TOLAYER1: packet being lost

EVENT time: 3351.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

EVENT time: 3357.210449, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

TOLAYER1: packet being corrupted

EVENT time: 3364.605225, type: 2, fromlayer1 entity: 1

0 , 8

-----------------------Corrupted Frame at B side-----------------------------

EVENT time: 3551.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

TOLAYER1: packet being lost

EVENT time: 3751.292480, type: 0, timerinterrupt entity: 1

++++++++++++++++++ B re-sends Frame\_B1 to A +++++++++++++++++++

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 6 , Data : ddd

EVENT time: 3755.975098, type: 2, fromlayer1 entity: 0

6 , 6

----------------------A receives a data Frame from layer1----------------------------

-----------------------Duplicate Frame has been received--------------------------

-----------------------A sends ACK Frame to B ------------------------

Type : 1 , Seq : 1 , Ack : 1 , Checksum : 8 , Data :

EVENT time: 3758.943604, type: 2, fromlayer1 entity: 1

8 , 8

------------------------B receives a ACK Frame from layer1--------------------------

------------------------B received ACK for Frame\_B1-------------------------

Simulator terminated at time 3758.943604

after sending 5 msgs from layer5

Process returned 76 (0x4C) execution time : 16.540 s

Press any key to continue.