----- 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]:0.1

Enter packet corruption probability [0.0 for no corruption]:0.1

Enter average time between messages from sender's layer5 [ > 0.0]:100

Enter TRACE:2

Enter CRC Steps:0

Enter piggybacking:1

Enter Generator Polynomial:11001

EVENT time: 9.356975, 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

EVENT time: 13.447523, type: 2, fromlayer1 entity: 0

6 , 6

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

------------------------A waits to send ACK to B--------------------------

EVENT time: 133.732101, type: 1, fromlayer3 entity: 0

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

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

Type : 2 , Seq : 0 , Ack : 0 , Checksum : 8 , Data : bbb

EVENT time: 135.133392, type: 2, fromlayer1 entity: 1

8 , 8

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

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

------------------------B waits to send ACK to A--------------------------

EVENT time: 226.496170, type: 1, fromlayer3 entity: 0

EVENT time: 313.699768, type: 1, fromlayer3 entity: 0

EVENT time: 333.732117, type: 0, timerinterrupt entity: 0

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

Type : 2 , Seq : 0 , Ack : 0 , Checksum : 8 , Data : bbb

EVENT time: 337.228271, type: 2, fromlayer1 entity: 1

8 , 8

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

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

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

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

EVENT time: 340.113312, type: 2, fromlayer1 entity: 0

9 , 9

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

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

EVENT time: 496.200439, type: 1, fromlayer3 entity: 1

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

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

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 10 , Data : eee

EVENT time: 503.086823, type: 2, fromlayer1 entity: 0

10 , 10

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

------------------------A waits to send ACK to B--------------------------

EVENT time: 696.200439, type: 0, timerinterrupt entity: 1

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

Type : 0 , Seq : 1 , Ack : -1 , Checksum : 10 , Data : eee

EVENT time: 701.030945, type: 2, fromlayer1 entity: 0

10 , 10

----------------------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: 705.128906, type: 2, fromlayer1 entity: 1

8 , 8

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

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

Simulator terminated at time 705.128906

after sending 5 msgs from layer5

Process returned 75 (0x4B) execution time : 23.305 s

Press any key to continue.