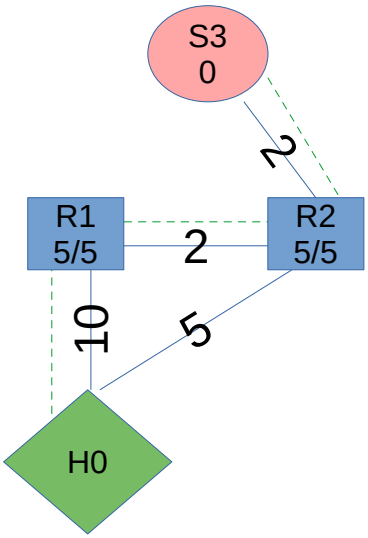
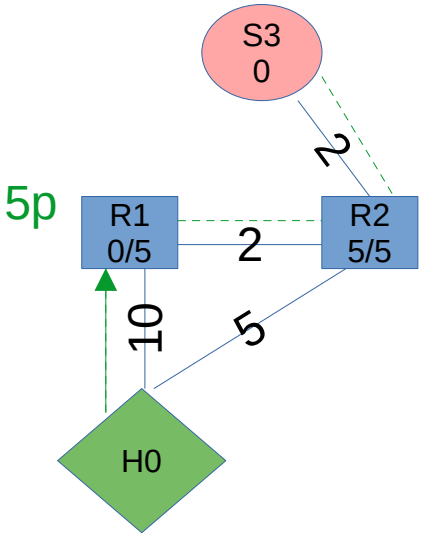
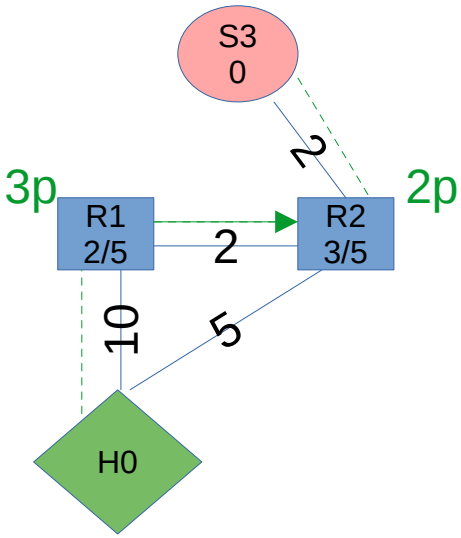
collectPacketsFromOnePlayerTest



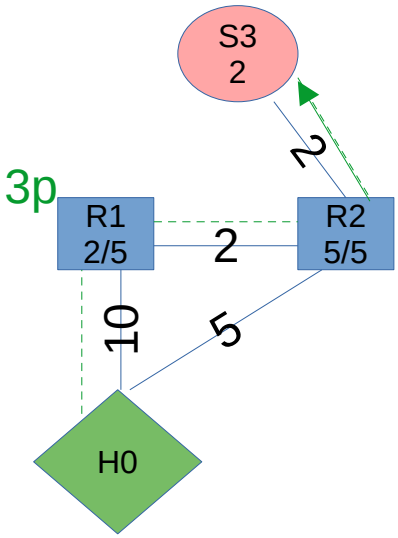

STEP 1
router1.collectPackets()



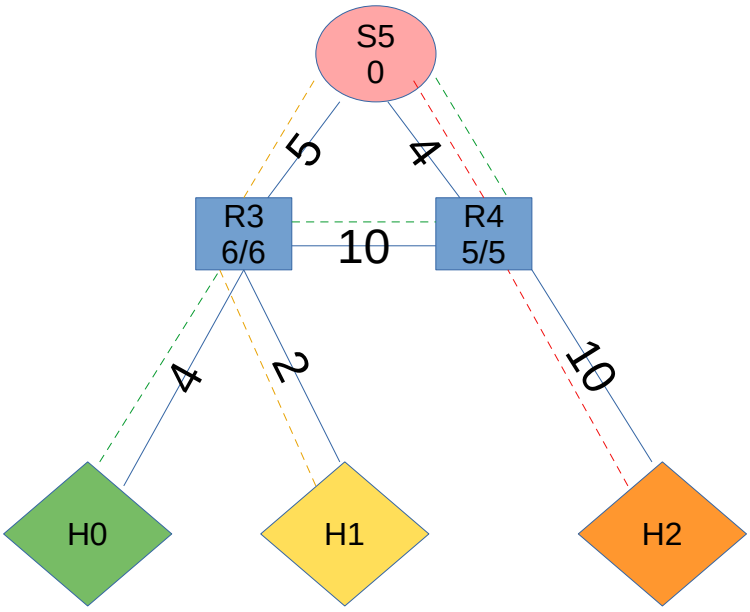
STEP 2
router2.collectPackets()



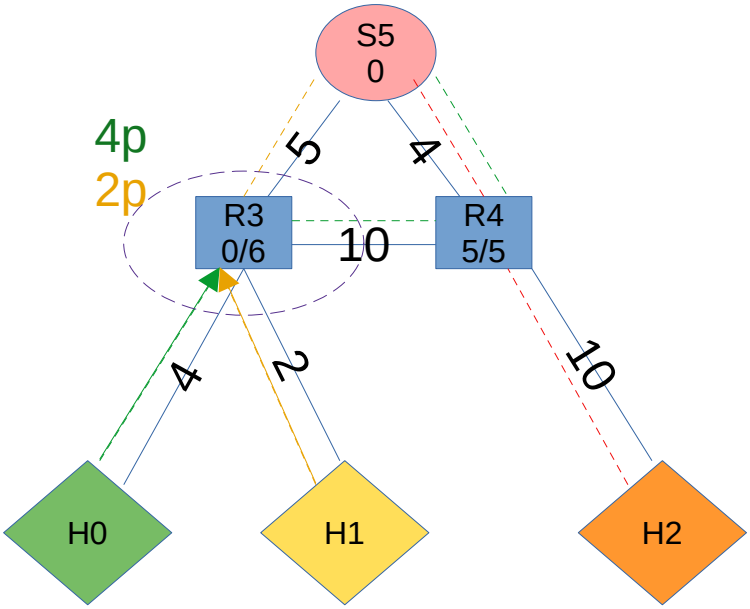

STEP 3
server3.collectPackets()



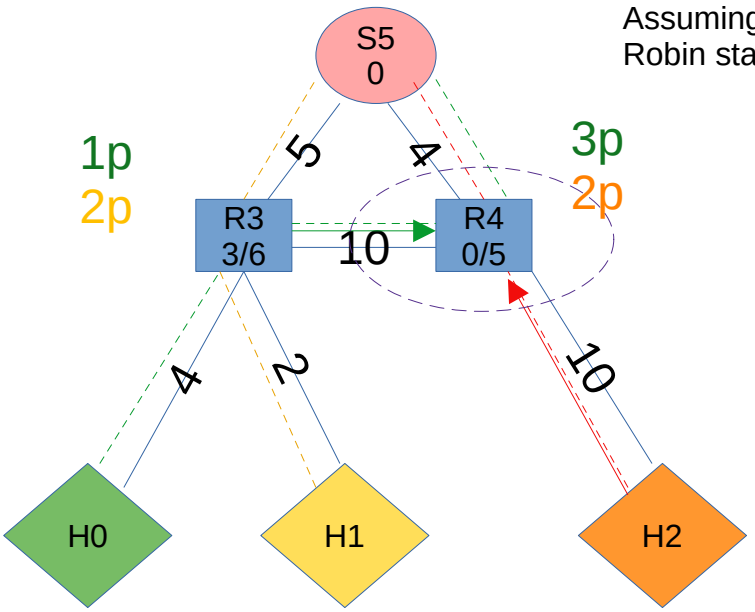
collectPacketsFromMultiplePlayersTest




STEP 1
router3.collectPackets()

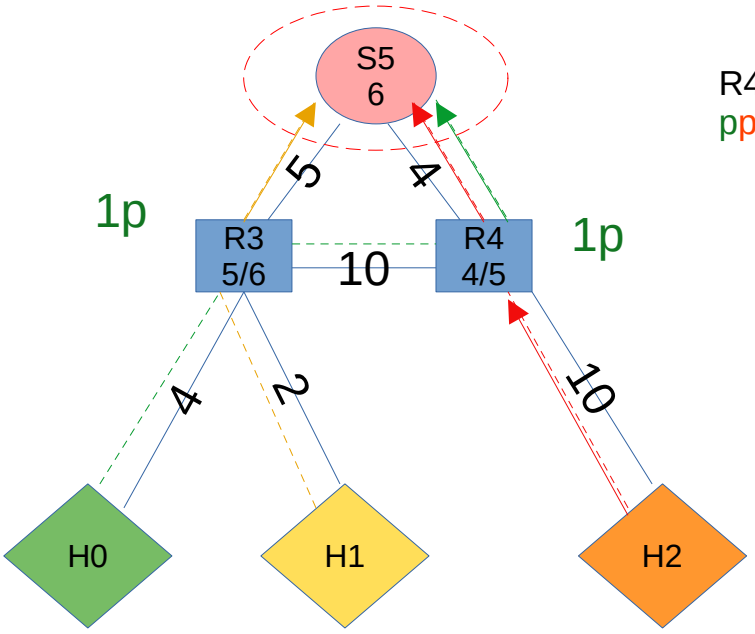


STEP 2
router4.collectPackets()



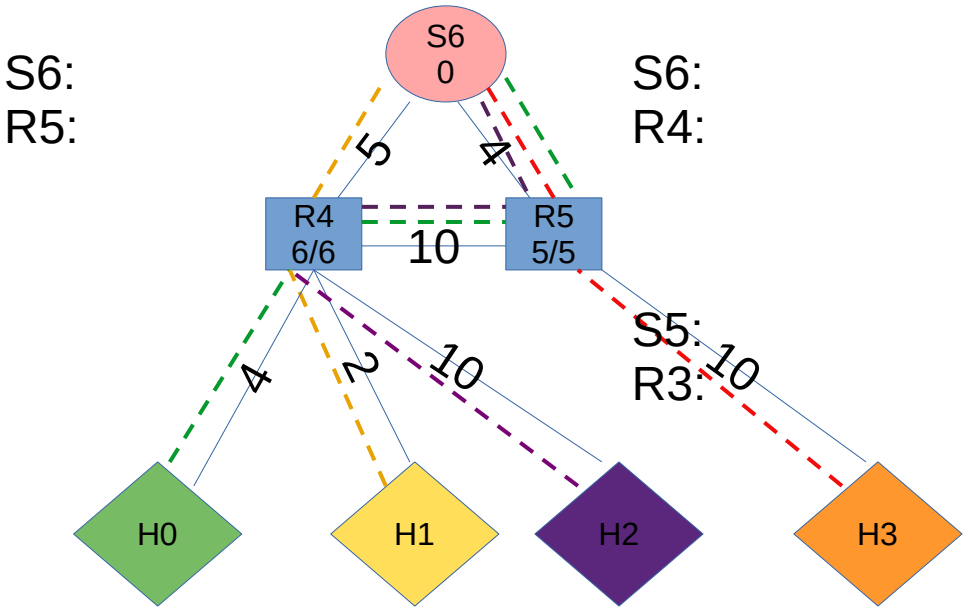

Assuming that Round Robin starts from R3

STEP 3
server5.collectPackets()



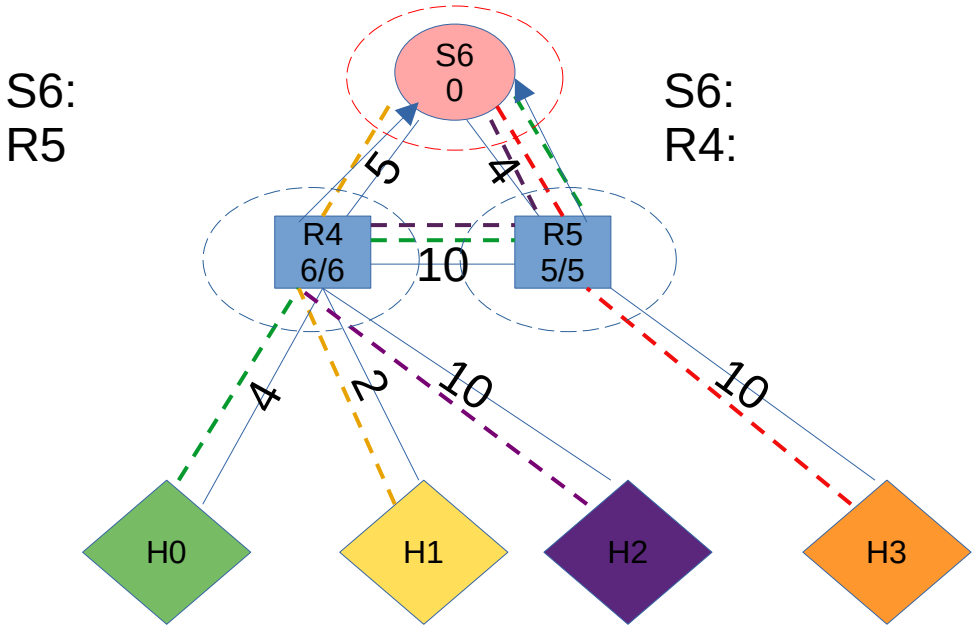

R4 queue:
pppp

BFSTest



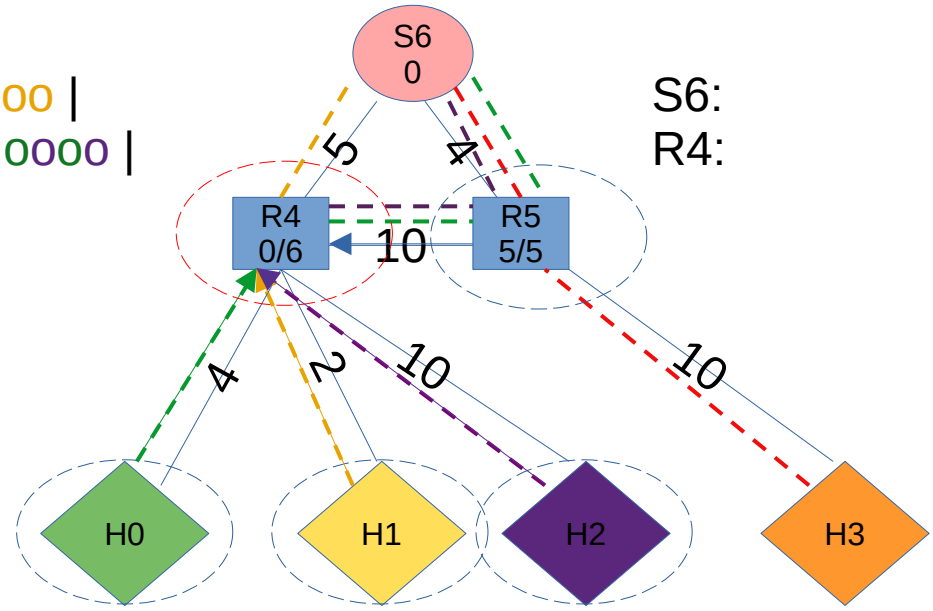

ITERATION 1

Step 1



Step 2

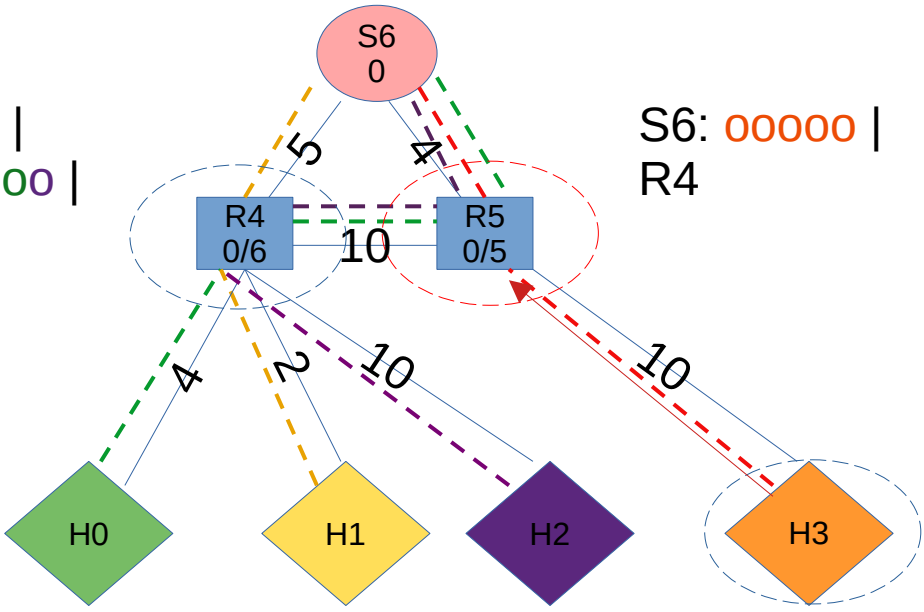
S6: oo |
R5: oooo |




S6:
R4:

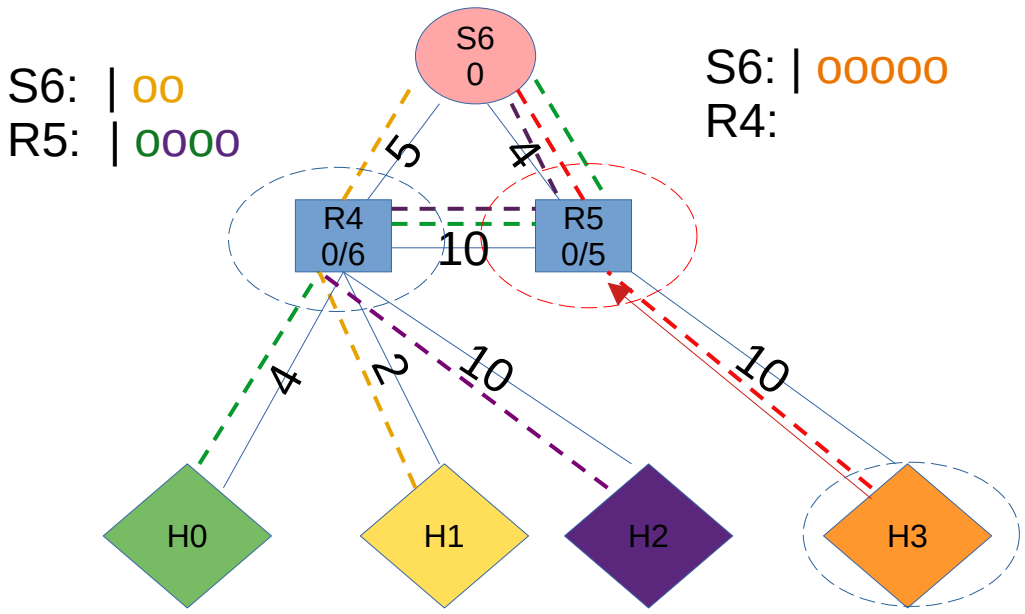
Step 3

S6: oo |
R5: oooo |



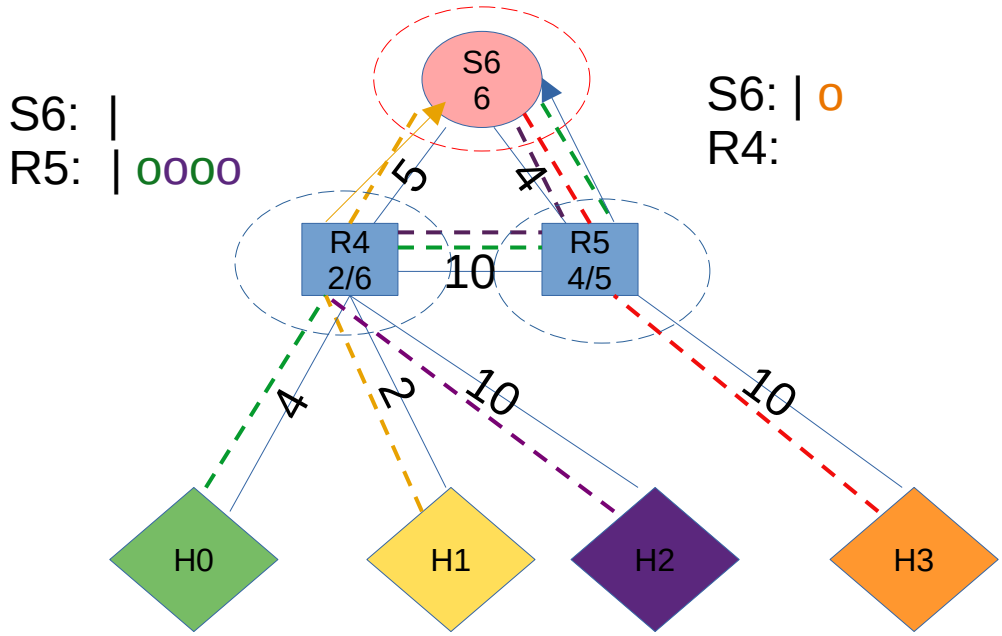

S6: ooooo |
R4

Update Buffers

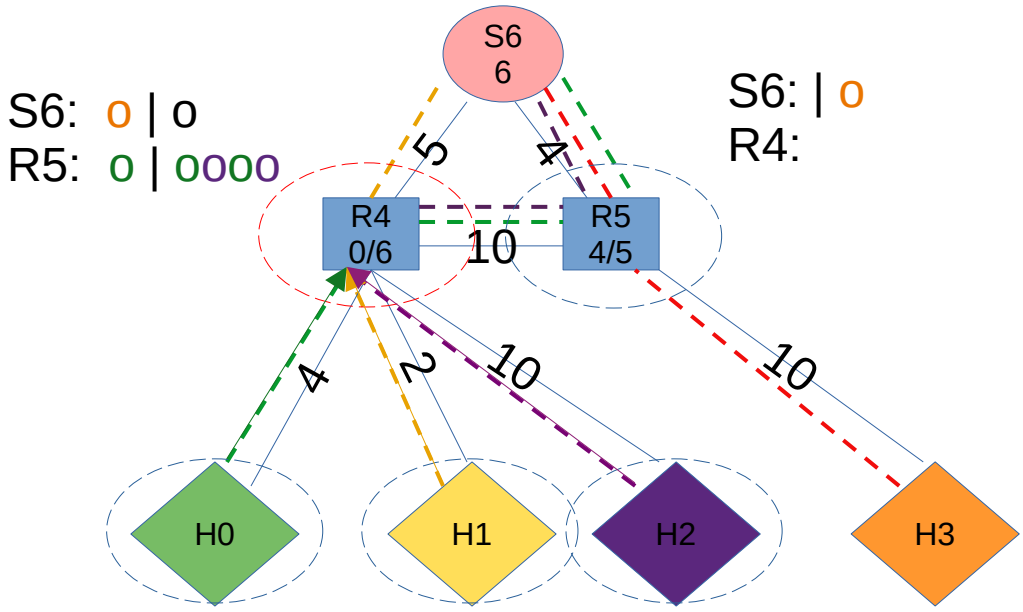



ITERATION 2

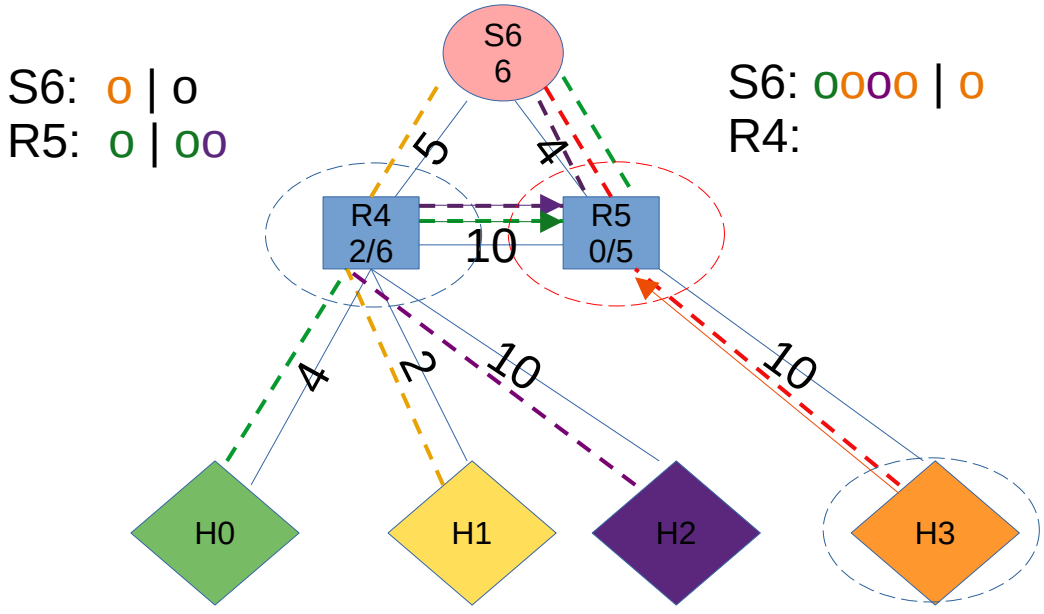
Step 1



Step 2


S6: o | o
R5: o | oooo
S6
6
S6: | o
R4:
5
4
R4
0/6
10
R5
4/5
4
2
10
10
H0
H1
H2
H3

Step 3


S6: o | o
R5: o | oo
S6
6
S6: oooo | o
R4:
5
4
R4
2/6
10
R5
0/5
4
2
10
10
H0
H1
H2
H3