Enter the number of packets to simulate: 5

Enter frame loss probability [enter 0.0 for no loss]:0.2

Enter frame corruption probability [0.0 for no corruption]:0.3

Enter average time between packets from sender's layer3 [ > 0.0]:500

Enter generator polynomial: 1011

CRC steps: 0

Enter TRACE:1

in B\_output ; Sending aaa

in A\_input ; received correctly and trying to piggyback ack for payload aaa

in B\_timerinterrupt ; Re-sending global-> aaa

TOlayer1: frame being lost

in B\_timerinterrupt ; Re-sending global-> aaa

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload Zaa

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> aaa

TOlayer1: frame being lost

in B\_timerinterrupt ; Re-sending global-> aaa

in A\_input ; sending again\_ACK for duplicate frame; payload aaa

in B\_input ; got ACK

in A\_output ; Sending bbb

TOlayer1: frame being lost

in A\_timerinterrupt ; Re-sending global-> bbb

TOlayer1: frame being corrupted

in B\_input ; sending NACK for corrupted payload Zbb

TOlayer1: frame being corrupted

in A\_timerinterrupt ; Re-sending global-> bbb

in B\_input ; received correctly and trying to piggyback ack for payload bbb

in A\_timerinterrupt ; Re-sending global-> bbb

TOlayer1: frame being lost

in A\_timerinterrupt ; Re-sending global-> bbb

TOlayer1: frame being corrupted

in B\_input ; sending NACK for corrupted payload Zbb

in A\_input ; got ACK

in B\_output ; Sending ccc

TOlayer1: frame being lost

in B\_output ; packet with payload ddd dropped

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload ccc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

in A\_input ; received correctly and trying to piggyback ack for payload ccc

in B\_timerinterrupt ; Re-sending global-> ccc

in A\_input ; sending again\_ACK for duplicate frame; payload ccc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload Zcc

TOlayer1: frame being lost

in A\_output ; Sending eee

TOlayer1: frame being lost

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload Zcc

TOlayer1: frame being lost

in A\_timerinterrupt ; Re-sending global-> eee

in B\_input ; received correctly and trying to piggyback ack for payload eee

in B\_timerinterrupt ; Re-sending global-> ccc

in A\_input ; sending again\_ACK for duplicate frame; payload ccc

TOlayer1: frame being lost

in A\_timerinterrupt ; Re-sending global-> eee

in B\_input ; sending again\_ACK for duplicate frame; payload eee

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being lost

in A\_timerinterrupt ; Re-sending global-> eee

in B\_input ; sending again\_ACK for duplicate frame; payload eee

in A\_input ; got ACK

in B\_timerinterrupt ; Re-sending global-> ccc

in A\_input ; sending again\_ACK for duplicate frame; payload ccc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

in A\_input ; sending again\_ACK for duplicate frame; payload ccc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload Zcc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload Zcc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

in A\_input ; sending again\_ACK for duplicate frame; payload ccc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload Zcc

TOlayer1: frame being corrupted

in B\_timerinterrupt ; Re-sending global-> ccc

TOlayer1: frame being corrupted

in A\_input ; sending NACK for corrupted payload ccc

in B\_input ; got ACK

Simulator terminated at time 3376.174561

after sending 5 pkts from layer3