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

Enter the number of frame to simulate: 5

Enter 1 for piggybacked acknowledgement or 0 otherwise: 0

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 frames from sender's layer5 [ > 0.0]: 500

Enter TRACE: 2

EVENT time: 935.286987, type: 1, fromlayer5 entity: 1

B\_output: Sending frame with msg: aaaa�}@ with checksum: 388 to medium.

B\_output: Storing the frame and starting the timer with time units: 50.

EVENT time: 942.652161, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received valid frame: 1 with msg: aaaa and checksum: 388 from medium. Sending new frame acknowledgement.

tolayer1: frame being lost

EVENT time: 985.286987, type: 0, timerinterrupt entity: 1

B\_timerinterrupt: Timer from B has timed out. Resending the frame with msg: aaaa with checksum: 388 to medium.

tolayer1: frame being corrupted

B\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 987.437012, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received corrupt frame: 1 with msg: Zaaa and checksum: 388 and calculated checksum: 381 from medium. Resending the previously received frame acknowledgement.

tolayer1: frame being corrupted

EVENT time: 991.904297, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received corrupt acknowledgement of frame: 1 with checksum: 1 and calculated checksum: 91 from medium. Ignoring the frame.

EVENT time: 1035.286987, type: 0, timerinterrupt entity: 1

B\_timerinterrupt: Timer from B has timed out. Resending the frame with msg: aaaa with checksum: 388 to medium.

tolayer1: frame being lost

B\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 1085.286987, type: 0, timerinterrupt entity: 1

B\_timerinterrupt: Timer from B has timed out. Resending the frame with msg: aaaa with checksum: 388 to medium.

B\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 1094.715454, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received duplicate frame: 1 with msg: aaaa and checksum: 388 from medium. Resending the previously received frame acknowledgement.

EVENT time: 1102.178345, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received acknowledgement of frame: 1 from medium. Updating the frame no. and medium status.

B\_input: Stopping the timer.

EVENT time: 1408.607056, type: 1, fromlayer5 entity: 0

A\_output: Sending frame with msg: bbbb�v�@ with checksum: 392 to medium.

tolayer1: frame being lost

A\_output: Storing the frame and starting the timer with time units: 50.

EVENT time: 1458.607056, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: bbbb��L with checksum: 392 to medium.

tolayer1: frame being corrupted

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 1462.670654, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received corrupt frame: 1 with msg: Zbbb and checksum: 392 and calculated checksum: 384 from medium. Ignoring the frame.

tolayer1: frame being corrupted

EVENT time: 1464.454590, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received corrupt acknowledgement of frame: 999999 with checksum: 0 and calculated checksum: 999999 from medium. Ignoring the frame.

EVENT time: 1508.607056, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: bbbb��L>

with checksum: 392 to medium.

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 1512.765625, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received valid frame: 1 with msg: bbbb and checksum: 392 from medium. Sending new frame acknowledgement

tolayer1: frame being lost

EVENT time: 1558.607056, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: bbbb��L>

with checksum: 392 to medium.

tolayer1: frame being corrupted

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 1564.445068, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received corrupt frame: 1 with msg: Zbbb and checksum: 392 and calculated checksum: 384 from medium. Ignoring the frame.

EVENT time: 1566.320312, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received acknowledgement of frame: 1 from medium. Updating the frame no. and medium status.

A\_input: Stopping the timer.

EVENT time: 1967.457031, type: 1, fromlayer5 entity: 1

B\_output: Sending frame with msg: cccc�@ with checksum: 397 to medium.

tolayer1: frame being lost

B\_output: Storing the frame and starting the timer with time units: 50.

EVENT time: 1973.953247, type: 1, fromlayer5 entity: 1

B\_output: Medium is currently occupied with another frame. Dropping the frame.

EVENT time: 2017.457031, type: 0, timerinterrupt entity: 1

B\_timerinterrupt: Timer from B has timed out. Resending the frame with msg: cccc with checksum: 397 to medium.

tolayer1: frame being corrupted

B\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 2018.677368, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received corrupt frame: 999999 with msg: cccc and checksum: 397 and calculated checksum: 1000394 from medium. Resending the previously received frame acknowledgement.

tolayer1: frame being corrupted

EVENT time: 2020.433105, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received corrupt acknowledgement of frame: 1 with checksum: 1 and calculated checksum: 91 from medium. Ignoring the frame.

EVENT time: 2067.457031, type: 0, timerinterrupt entity: 1

B\_timerinterrupt: Timer from B has timed out. Resending the frame with msg: cccc with checksum: 397 to medium.

B\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 2070.334961, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received valid frame: 2 with msg: cccc and checksum: 397 from medium. Sending new frame acknowledgement.

EVENT time: 2073.996826, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received acknowledgement of frame: 2 from medium. Updating the frame no. and medium status.

B\_input: Stopping the timer.

EVENT time: 2409.716797, type: 1, fromlayer5 entity: 0

A\_output: Sending frame with msg: eeee with checksum: 405 to medium.

tolayer1: frame being corrupted

A\_output: Storing the frame and starting the timer with time units: 50.

EVENT time: 2418.627686, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received corrupt frame: 2 with msg: Zeee and checksum: 405 and calculated checksum: 394 from medium. Ignoring the frame.

tolayer1: frame being corrupted

EVENT time: 2424.245361, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received corrupt acknowledgement of frame: 1 with checksum: 1 and calculated checksum: 91 from medium. Ignoring the frame.

EVENT time: 2459.716797, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: eeee��L> with checksum: 405 to medium.

tolayer1: frame being lost

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 2509.716797, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: eeee��L> with checksum: 405 to medium.

tolayer1: frame being lost

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 2559.716797, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: eeee��L> with checksum: 405 to medium.

tolayer1: frame being corrupted

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 2561.523193, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received corrupt frame: 2 with msg: Zeee and checksum: 405 and calculated checksum: 394 from medium. Ignoring the frame.

tolayer1: frame being lost

EVENT time: 2609.716797, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: eeee��L> with checksum: 405 to medium.

A\_timerinterrupt: Starting the timer again with time units: 50.

EVENT time: 2612.733887, type: 2, fromlayer3 entity: 1

B\_input: Received new frame in B. Updating medium status.

B\_input: Received valid frame: 2 with msg: eeee and checksum: 405 from medium. Sending new frame acknowledgement

EVENT time: 2617.488037, type: 2, fromlayer3 entity: 0

A\_input: Received new frame in A. Updating medium status.

A\_input: Received acknowledgement of frame: 2 from medium. Updating the frame no. and medium status.

A\_input: Stopping the timer.

Simulator terminated at time 2617.488037

after sending 5 msgs from layer5