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

Enter the number of frame to simulate: 5

Enter 1 for piggybacked acknowledgement or 0 otherwise: 1

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]: 100

Enter TRACE: 2

EVENT time: 187.057404, type: 1, fromlayer5 entity: 1

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

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

EVENT time: 194.422562, 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. Awaiting piggybacked frame acknowledgement.

EVENT time: 237.057404, 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: 281.721405, type: 1, fromlayer5 entity: 0

A\_output: Sending piggybacked frame with msg: bbbb$6e@ with checksum: 396 and acknowledgement: 1 to medium.

tolayer1: frame being lost

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

EVENT time: 287.057404, 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: 296.301941, 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.

tolayer1: frame being lost

EVENT time: 331.721405, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: bbbb��L> with checksum: 396 to medium.

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

EVENT time: 333.199829, 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: 396 from medium. Sending new frame acknowledgement.

B\_input: Received valid acknowledgement of frame: 1 from medium.

B\_input: Stopping the timer.

EVENT time: 381.721405, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: bbbb��L> with checksum: 396 to medium.

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

EVENT time: 386.993622, type: 2, fromlayer3 entity: 1

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

B\_input: Received duplicate data from frame: 1 with msg: bbbb and checksum: 396 from medium. Sending previous acknowledgement.

B\_input: Received duplicate acknowledgement of frame: 1 from medium. Ignoring the acknowledgement.

EVENT time: 391.196259, 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: 451.413330, type: 1, fromlayer5 entity: 0

A\_output: Sending frame with msg: cccc)Ff@ with checksum: 397 to medium.

tolayer1: frame being corrupted

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

EVENT time: 455.476929, type: 2, fromlayer3 entity: 1

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

B\_input: Received corrupt frame: 2 with msg: Zccc and checksum: 397 and calculated checksum: 388 from medium. Ignoring the frame.

tolayer1: frame being corrupted

EVENT time: 457.260864, 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: 1 and calculated checksum: 999999 from medium. Ignoring the frame.

EVENT time: 501.413330, type: 0, timerinterrupt entity: 0

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

with checksum: 397 to medium.

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

EVENT time: 505.571899, type: 2, fromlayer3 entity: 1

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

B\_input: Received valid frame: 2 with msg: cccc and checksum: 397 from medium. Awaiting piggybacked frame acknowledgement.

EVENT time: 551.413330, type: 0, timerinterrupt entity: 0

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

with checksum: 397 to medium.

tolayer1: frame being lost

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

EVENT time: 601.413330, type: 0, timerinterrupt entity: 0

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

with checksum: 397 to medium.

tolayer1: frame being corrupted

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

EVENT time: 607.251282, type: 2, fromlayer3 entity: 1

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

B\_input: Received corrupt frame: 2 with msg: Zccc and checksum: 397 and calculated checksum: 388 from medium. Ignoring the frame.

EVENT time: 609.126465, 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.

EVENT time: 629.605835, type: 1, fromlayer5 entity: 0

A\_output: Sending frame with msg: dddd���? with checksum: 402 to medium.

tolayer1: frame being lost

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

EVENT time: 630.905090, type: 1, fromlayer5 entity: 1

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

EVENT time: 679.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

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

EVENT time: 684.879944, type: 2, fromlayer3 entity: 1

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

B\_input: Received valid frame: 3 with msg: dddd and checksum: 402 from medium. Awaiting piggybacked frame acknowledgement.

EVENT time: 729.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

tolayer1: frame being lost

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

EVENT time: 779.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

tolayer1: frame being lost

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

EVENT time: 829.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

tolayer1: frame being corrupted

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

EVENT time: 835.855774, type: 2, fromlayer3 entity: 1

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

B\_input: Received corrupt frame: 3 with msg: Zddd and checksum: 402 and calculated checksum: 392 from medium. Ignoring the frame.

tolayer1: frame being corrupted

EVENT time: 840.675049, type: 2, fromlayer3 entity: 0

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

A\_input: Received corrupt acknowledgement of frame: 3 with checksum: 3 and calculated checksum: 93 from medium. Ignoring the frame.

EVENT time: 879.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

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

EVENT time: 883.267578, type: 2, fromlayer3 entity: 1

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

B\_input: Received duplicate frame: 3 with msg: dddd and checksum: 402 from medium. Resending the previously received frame acknowledgement.

tolayer1: frame being corrupted

EVENT time: 892.178345, type: 2, fromlayer3 entity: 0

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

A\_input: Received corrupt acknowledgement of frame: 3 with checksum: 3 and calculated checksum: 93 from medium. Ignoring the frame.

EVENT time: 929.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

tolayer1: frame being corrupted

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

EVENT time: 935.223511, type: 2, fromlayer3 entity: 1

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

B\_input: Received corrupt frame: 3 with msg: Zddd and checksum: 402 and calculated checksum: 392 from medium. Ignoring the frame.

tolayer1: frame being lost

EVENT time: 979.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

tolayer1: frame being lost

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

EVENT time: 1029.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

tolayer1: frame being corrupted

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

EVENT time: 1031.412231, type: 2, fromlayer3 entity: 1

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

B\_input: Received corrupt frame: 3 with msg: Zddd and checksum: 402 and calculated checksum: 392 from medium. Ignoring the frame.

tolayer1: frame being lost

EVENT time: 1079.605835, type: 0, timerinterrupt entity: 0

A\_timerinterrupt: Timer from A has timed out. Resending the frame with msg: dddd��L> with checksum: 402 to medium.

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

EVENT time: 1082.622925, type: 2, fromlayer3 entity: 1

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

B\_input: Received duplicate frame: 3 with msg: dddd and checksum: 402 from medium. Resending the previously received frame acknowledgement.

EVENT time: 1087.376953, type: 2, fromlayer3 entity: 0

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

A\_input: Received acknowledgement of frame: 3 from medium. Updating the frame no. and medium status.

A\_input: Stopping the timer.

Simulator terminated at time 1087.376953

after sending 5 msgs from layer5