----- 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]:0.2

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

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

Enter TRACE:2

Enter ENABLE PIGGYBACKING:0

Enter ENABLE CRC STEPS:0

EVENT time: 46.784874, type: 1, fromlayer3 entity: 1

TOLAYER1: frame being corrupted

B --> Sending Message : aaa, B\_output : type = 0

EVENT time: 50.875423, type: 2, fromlayer1 entity: 0

Corrupted Frame received by A, message : Zaa

TOLAYER1: frame being corrupted

EVENT time: 56.964447, type: 2, fromlayer1 entity: 1

Corrupt Acknowledgment Frame received by B

EVENT time: 61.784874, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again aaa

EVENT time: 67.221565, type: 2, fromlayer1 entity: 0

Valid Frame received by A, message : aaa

TOLAYER1: frame being corrupted

EVENT time: 75.461227, type: 2, fromlayer1 entity: 1

Corrupt Acknowledgment Frame received by B

EVENT time: 76.784874, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again aaa

EVENT time: 79.669914, type: 2, fromlayer1 entity: 0

Repeated Frame received by A, message : aaa

EVENT time: 86.556297, type: 2, fromlayer1 entity: 1

Valid Acknowledgment Frame received by B

EVENT time: 668.660522, type: 1, fromlayer3 entity: 0

A --> Sending Message : bbb, A\_output : type = 0

EVENT time: 672.536804, type: 2, fromlayer1 entity: 1

Valid Frame received by B, message : bbb

EVENT time: 678.098206, type: 2, fromlayer1 entity: 0

Valid Acknowledgment Frame received by A

EVENT time: 944.914063, type: 1, fromlayer3 entity: 0

A --> Sending Message : ccc, A\_output : type = 0

EVENT time: 951.292419, type: 1, fromlayer3 entity: 1

TOLAYER1: frame being lost

B --> Sending Message : ddd, B\_output : type = 0

EVENT time: 954.249084, type: 2, fromlayer1 entity: 1

Valid Frame received by B, message : ccc

TOLAYER1: frame being corrupted

EVENT time: 958.828003, type: 2, fromlayer1 entity: 0

Valid Acknowledgment Frame received by A

EVENT time: 966.292419, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again ddd

TOLAYER1: frame being corrupted

EVENT time: 975.271179, type: 2, fromlayer1 entity: 0

Corrupted Frame received by A, message : Zdd

EVENT time: 977.191040, type: 2, fromlayer1 entity: 1

Corrupt Acknowledgment Frame received by B

EVENT time: 981.292419, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again ddd

TOLAYER1: frame being corrupted

EVENT time: 990.927368, type: 2, fromlayer1 entity: 0

Corrupted Frame received by A, message : ddd

EVENT time: 996.292419, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again ddd

EVENT time: 997.008728, type: 2, fromlayer1 entity: 1

Corrupt Acknowledgment Frame received by B

EVENT time: 1000.844116, type: 2, fromlayer1 entity: 0

Valid Frame received by A, message : ddd

TOLAYER1: frame being lost

EVENT time: 1011.292419, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again ddd

TOLAYER1: frame being corrupted

EVENT time: 1019.004150, type: 2, fromlayer1 entity: 0

Corrupted Frame received by A, message : Zdd

EVENT time: 1024.699829, type: 2, fromlayer1 entity: 1

Valid Acknowledgment Frame received by B

EVENT time: 1084.383667, type: 1, fromlayer3 entity: 1

TOLAYER1: frame being corrupted

B --> Sending Message : eee, B\_output : type = 0

EVENT time: 1092.237427, type: 2, fromlayer1 entity: 0

Corrupted Frame received by A, message : Zee

TOLAYER1: frame being lost

EVENT time: 1099.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

TOLAYER1: frame being corrupted

EVENT time: 1108.907349, type: 2, fromlayer1 entity: 0

Corrupted Frame received by A, message : Zee

TOLAYER1: frame being lost

EVENT time: 1114.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

TOLAYER1: frame being lost

EVENT time: 1129.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

EVENT time: 1130.544312, type: 2, fromlayer1 entity: 0

Valid Frame received by A, message : eee

TOLAYER1: frame being corrupted

EVENT time: 1134.740601, type: 2, fromlayer1 entity: 1

Corrupt Acknowledgment Frame received by B

EVENT time: 1144.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

TOLAYER1: frame being lost

EVENT time: 1159.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

EVENT time: 1160.927246, type: 2, fromlayer1 entity: 0

Repeated Frame received by A, message : eee

TOLAYER1: frame being lost

EVENT time: 1174.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

EVENT time: 1180.301514, type: 2, fromlayer1 entity: 0

Repeated Frame received by A, message : eee

TOLAYER1: frame being corrupted

EVENT time: 1187.696289, type: 2, fromlayer1 entity: 1

Corrupt Acknowledgment Frame received by B

EVENT time: 1189.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

TOLAYER1: frame being lost

EVENT time: 1204.383667, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again eee

EVENT time: 1209.066406, type: 2, fromlayer1 entity: 0

Repeated Frame received by A, message : eee

EVENT time: 1212.034912, type: 2, fromlayer1 entity: 1

Valid Acknowledgment Frame received by B

Simulator terminated at time 1212.034912

after sending 5 msgs from layer5

Process returned 0 (0x0) execution time : 37.917 s

Press any key to continue.