----- 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]:0.1

Enter packet corruption probability [0.0 for no corruption]:0.1

Enter average time between messages from sender's layer3 [ > 0.0]:10

Enter TRACE:2

Enter ENABLE PIGGYBACKING:1

Enter ENABLE CRC STEPS:0

EVENT time: 0.935697, type: 1, fromlayer3 entity: 1

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

EVENT time: 5.026246, type: 2, fromlayer1 entity: 0

Valid Frame received by A, message : aaa

EVENT time: 13.373210, type: 1, fromlayer3 entity: 0

A --> Sending Message : bbb, A\_output : type = 2

EVENT time: 14.774498, type: 2, fromlayer1 entity: 1

Valid Acknowledgment Frame received by B

Valid Frame received by B, message : bbb

EVENT time: 22.649616, type: 1, fromlayer3 entity: 0

EVENT time: 28.373211, type: 0, timerinterrupt entity: 0

A\_timerinterrupt : Sending message again : bbb

EVENT time: 31.369974, type: 1, fromlayer3 entity: 0

EVENT time: 33.921688, type: 2, fromlayer1 entity: 1

Repeated Frame received by B, message : bbb

EVENT time: 36.806725, type: 2, fromlayer1 entity: 0

Valid Acknowledgment Frame received by A

EVENT time: 36.917019, type: 1, fromlayer3 entity: 0

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

EVENT time: 43.803398, type: 2, fromlayer1 entity: 1

Valid Frame received by B, message : eee

EVENT time: 51.917019, type: 0, timerinterrupt entity: 0

A\_timerinterrupt : Sending message again : eee

EVENT time: 56.747520, type: 2, fromlayer1 entity: 1

Repeated Frame received by B, message : eee

EVENT time: 60.845486, type: 2, fromlayer1 entity: 0

Valid Acknowledgment Frame received by A

Simulator terminated at time 60.845486

after sending 5 msgs from layer5

Process returned 0 (0x0) execution time : 11.409 s

Press any key to continue.