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

Enter the number of messages to simulate: 2

Enter packet loss probability [enter 0.0 for no loss]:0

Enter packet corruption probability [0.0 for no corruption]:0.5

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

Enter TRACE:2

Enter ENABLE PIGGYBACKING:0

Enter ENABLE CRC STEPS:1

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

TOLAYER1: frame being corrupted

Remainder Sent From Side B to Check : 2

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

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

Remainder Received on Side A to Verify : 2

Corrupted Frame received by A, message : Zaa

Remainder Sent From Side A to Check : 4

TOLAYER1: frame being corrupted

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

Remainder Received on Side B to Verify : 0

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

Remainder Received on Side A to Verify : 0

Valid Frame received by A, message : aaa

Remainder Sent From Side A to Check : 2

TOLAYER1: frame being corrupted

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

Remainder Received on Side B to Verify : 2

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

Remainder Received on Side A to Verify : 0

Repeated Frame received by A, message : aaa

Remainder Sent From Side A to Check : 2

TOLAYER1: frame being corrupted

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

Remainder Received on Side B to Verify : 2

Corrupt Acknowledgment Frame received by B

EVENT time: 91.784874, type: 0, timerinterrupt entity: 1

B\_timerinterrupt : Sending message again aaa

TOLAYER1: frame being corrupted

EVENT time: 99.814140, type: 2, fromlayer1 entity: 0

Remainder Received on Side A to Verify : 2

Corrupted Frame received by A, message : Zaa

Remainder Sent From Side A to Check : 1

TOLAYER1: frame being corrupted

EVENT time: 105.375526, type: 2, fromlayer1 entity: 1

Remainder Received on Side B to Verify : 0

Valid Acknowledgment Frame received by B

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

Remainder Sent From Side A to Check : 5

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

EVENT time: 674.608093, type: 2, fromlayer1 entity: 1

Remainder Received on Side B to Verify : 0

Valid Frame received by B, message : bbb

Remainder Sent From Side B to Check : 5

EVENT time: 676.805908, type: 2, fromlayer1 entity: 0

Remainder Received on Side A to Verify : 0

Valid Acknowledgment Frame received by A

Simulator terminated at time 676.805908

after sending 2 msgs from layer5

Process returned 0 (0x0) execution time : 22.041 s

Press any key to continue.