Test case 1

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

Enter the number of packets to simulate: 5

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 packets from sender's layer3 [ > 0.0]:500

Enter TRACE:2

Enter Piggybacking:0

Enter CRC Steps :0

EVENT time: 935.286987, type: 1, fromlayer3 entity: 1

----------------------

B's Side

Sending frame

PAYLOAD:aaa

Seq no:0

Generated Checksum:292

----------------------

EVENT time: 942.652161, type: 2, fromlayer1 entity: 0

----------------------

A's Side

Frame received

PAYLOAD:aaa

Seq no:0

----------------------

TOlayer1: frame being lost

EVENT time: 955.286987, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:aaa

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 957.437012, type: 2, fromlayer1 entity: 0

----------------------

A's Side

A got corrupted frame

PAYLOAD:Zaa

Seq no:0

Ack no:1

----------------------

EVENT time: 975.286987, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:aaa

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 979.754272, type: 2, fromlayer1 entity: 0

----------------------

A's Side

A got corrupted frame

PAYLOAD:Zaa

Seq no:0

Ack no:1

----------------------

EVENT time: 995.286987, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:aaa

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being lost

EVENT time: 1015.286987, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:aaa

Seq no:0

Ack No:1

type:0

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EVENT time: 1024.715454, type: 2, fromlayer1 entity: 0

----------------------

A's Side

Repeated frame received

PAYLOAD:aaa

Seq no:0

----------------------

EVENT time: 1032.178345, type: 2, fromlayer1 entity: 1

----------------------

B's Side

Got Acknowledgement

Ack No:0

----------------------

EVENT time: 1408.607056, type: 1, fromlayer3 entity: 0

----------------------

A's Side

Sending frame

PAYLOAD:bbb

Seq no:0

Generated Checksum:295

----------------------

TOlayer1: frame being lost

EVENT time: 1428.607056, type: 0, timerinterrupt entity: 0

----------------------

A's Side

Retransmitting frame

PAYLOAD:bbb

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 1432.670654, type: 2, fromlayer1 entity: 1

----------------------

B's Side

B got corrupted frame

PAYLOAD:Zbb

Seq no:0

Ack no:1

----------------------

EVENT time: 1448.607056, type: 0, timerinterrupt entity: 0

----------------------

A's Side

Retransmitting frame

PAYLOAD:bbb

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 1450.390991, type: 2, fromlayer1 entity: 1

----------------------

B's Side

B got corrupted frame

PAYLOAD:bbb

Seq no:0

Ack no:999999

----------------------

EVENT time: 1468.607056, type: 0, timerinterrupt entity: 0

----------------------

A's Side

Retransmitting frame

PAYLOAD:bbb

Seq no:0

Ack No:1

type:0

----------------------

EVENT time: 1472.765625, type: 2, fromlayer1 entity: 1

----------------------

B's Side

Frame received

PAYLOAD:bbb

Seq no:0

----------------------

TOlayer1: frame being lost

EVENT time: 1488.607056, type: 0, timerinterrupt entity: 0

----------------------

A's Side

Retransmitting frame

PAYLOAD:bbb

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 1494.445068, type: 2, fromlayer1 entity: 1

----------------------

B's Side

B got corrupted frame

PAYLOAD:Zbb

Seq no:0

Ack no:1

----------------------

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

----------------------

A's Side

Retransmitting frame

PAYLOAD:bbb

Seq no:0

Ack No:1

type:0

----------------------

EVENT time: 1510.482300, type: 2, fromlayer1 entity: 1

----------------------

B's Side

Repeated frame received

PAYLOAD:bbb

Seq no:0

----------------------

TOlayer1: frame being lost

EVENT time: 1528.607056, type: 0, timerinterrupt entity: 0

----------------------

A's Side

Retransmitting frame

PAYLOAD:bbb

Seq no:0

Ack No:1

type:0

----------------------

EVENT time: 1529.913452, type: 2, fromlayer1 entity: 1

----------------------

B's Side

Repeated frame received

PAYLOAD:bbb

Seq no:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 1535.492065, type: 2, fromlayer1 entity: 0

----------------------

A's Side

Got Acknowledgement

Ack No:0

----------------------

EVENT time: 1967.457031, type: 1, fromlayer3 entity: 1

----------------------

B's Side

Sending frame

PAYLOAD:ccc

Seq no:1

Generated Checksum:299

----------------------

TOlayer1: frame being lost

EVENT time: 1987.457031, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ccc

Seq no:1

Ack No:1

type:0

----------------------

TOlayer1: frame being lost

EVENT time: 2007.457031, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ccc

Seq no:1

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 2012.276367, type: 2, fromlayer1 entity: 0

----------------------

A's Side

A got corrupted frame

PAYLOAD:Zcc

Seq no:1

Ack no:1

----------------------

EVENT time: 2027.457031, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ccc

Seq no:1

Ack No:1

type:0

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EVENT time: 2031.118774, type: 2, fromlayer1 entity: 0

----------------------

A's Side

Frame received

PAYLOAD:ccc

Seq no:1

----------------------

TOlayer1: frame being corrupted

EVENT time: 2040.029541, type: 2, fromlayer1 entity: 1

----------------------

B's Side

Got Acknowledgement

Ack No:1

----------------------

EVENT time: 2832.041504, type: 1, fromlayer3 entity: 1

----------------------

B's Side

Sending frame

PAYLOAD:ddd

Seq no:0

Generated Checksum:301

----------------------

TOlayer1: frame being lost

EVENT time: 2852.041504, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ddd

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being lost

EVENT time: 2872.041504, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ddd

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being lost

EVENT time: 2892.041504, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ddd

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being lost

EVENT time: 2912.041504, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ddd

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being corrupted

EVENT time: 2913.847900, type: 2, fromlayer1 entity: 0

----------------------

A's Side

A got corrupted frame

PAYLOAD:Zdd

Seq no:0

Ack no:1

----------------------

EVENT time: 2932.041504, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ddd

Seq no:0

Ack No:1

type:0

----------------------

TOlayer1: frame being lost

EVENT time: 2952.041504, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:ddd

Seq no:0

Ack No:1

type:0

----------------------

EVENT time: 2955.058594, type: 2, fromlayer1 entity: 0

----------------------

A's Side

Frame received

PAYLOAD:ddd

Seq no:0

----------------------

EVENT time: 2959.812744, type: 2, fromlayer1 entity: 1

----------------------

B's Side

Got Acknowledgement

Ack No:0

----------------------

EVENT time: 3764.420898, type: 1, fromlayer3 entity: 1

----------------------

B's Side

Sending frame

PAYLOAD:eee

Seq no:1

Generated Checksum:305

----------------------

TOlayer1: frame being lost

EVENT time: 3784.420898, type: 0, timerinterrupt entity: 1

----------------------

B's Side

Retransmitting frame

PAYLOAD:eee

Seq no:1

Ack No:1

type:0

----------------------

EVENT time: 3790.405029, type: 2, fromlayer1 entity: 0

----------------------

A's Side

Frame received

PAYLOAD:eee

Seq no:1

----------------------

TOlayer1: frame being corrupted

EVENT time: 3798.267090, type: 2, fromlayer1 entity: 1

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B's Side

Got Acknowledgement

Ack No:1

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Simulator terminated at time 3798.267090

after sending 5 pkts from layer3