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Project2

1. My hunting strategy simply checks to see if that channel is in use in that cluster and if it is it checks to see if the GOS.
2. For the low input run I thought that it was reasonable to get a GOS of 0% because there were no interferes, the calls were all spread out enough to fit them all.  
   For the high input run I also thought it was reasonable. The calls lasted a lot longer and they became more frequent. A lot of interference started to happen due to that.
3. The system behaved exactly the way I wanted it to. It dynamically allocated slots for each call if it could or if it was allowed to due to interference.
4. You could improve this by having more cells in a cluster or having more clusters. This would allow more reuse and the channels would be farther away from each other.