

# Continuous Evaluation 1 (CE1)

Write a C++ code to simulate functioning of TCP/IP layers. The structure of the code is as follows:

class application	private: String message public: void get(String msg,bool txrx)//to get message from user or transport layer String print()//to print message and pass the message to next layer
class transport	private: String header="TL" String tlmessage public: void get(String msg,bool txrx)//to append or remove header from msg String print()//to print tlmessage and pass the message to next layer
class network	private: String header="NL" String nlmessage public: void get(String msg,bool txrx)//to append or remove header from msg String print()//to print nlmessage and pass the message to next layer
class datalink	private: String header="DL" String dlmessage public: void get(String msg,bool txrx)//to append or remove header from msg String print()//to print dlmessage and pass the message to next layer
class physical	private: int dstream[100] public: void get(String msg, int dstr[], bool txrx)//If txrx=1: Convert msg to dstr; if txrx=0: Convert dstr to msg.  String print()//to print dstream and pass the message to next layer  String to dstr: Each character is converted to ASCII code. You may use any required datatype for dstream/dstr.
main	To create objects of each class and calling public functions of each class. Layers should append header if txrx=1 and layers should remove header if txrx=0.

Make necessary assumptions. If required, you are allowed to make small modifications in the above structure. Your output may look like following:

Case 1: txrx=1

Enter message

Hello

Message at Application layer: Hello

Message at Transport layer: TLHello

Message at Network layer: NLTLHello

Message at Data Link layer: DLNLTLHello

Message at Physical layer:

ASCII: 68 76 78 76 84 76 72 101 108 108 111

Case 2: txrx=0

Message at Physical layer

ASCII: 68 76 78 76 84 76 72 101 108 108 111

msg: DLNLTLHello

Message at Data Link layer: NLTLHello

Message at Network layer: TLHello

Message at Transport layer: Hello

Message at Application layer: Hello