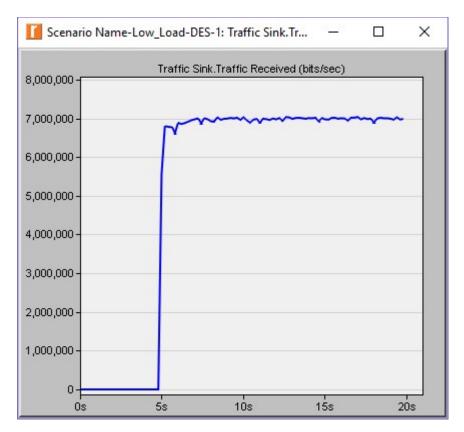
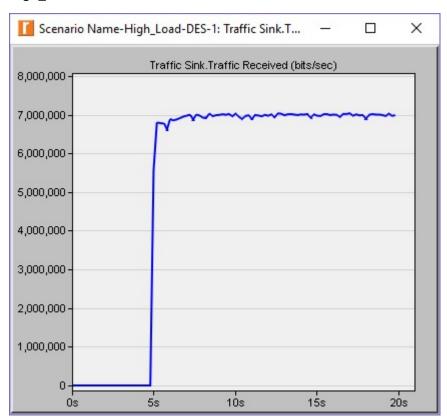


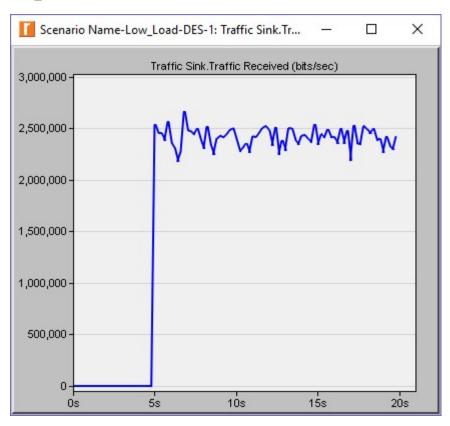
Interarrival Time (seconds) to exponential (0.001)



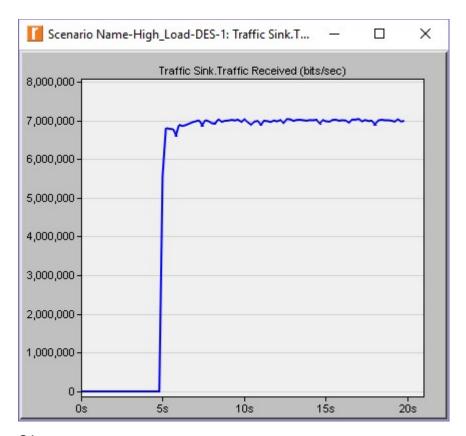
High_load



Interarrival Time (seconds) to exponential (0.004)



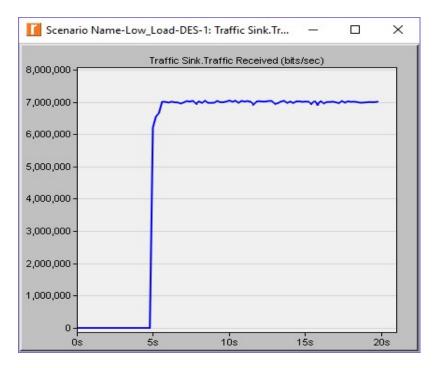
High_load



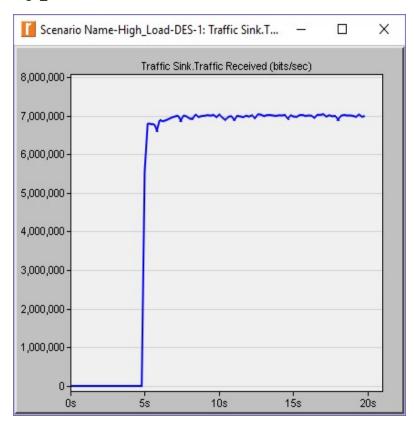
Q1

duplicate scenarios and modify the interarrival times for all the Ethernet stations to 0.0008, 0.002, 0.003, 0.005, and 0.006, respectively.

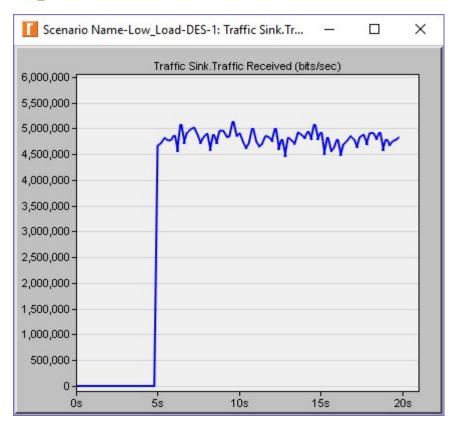
Interarrival Time (seconds) to exponential (0.0008)



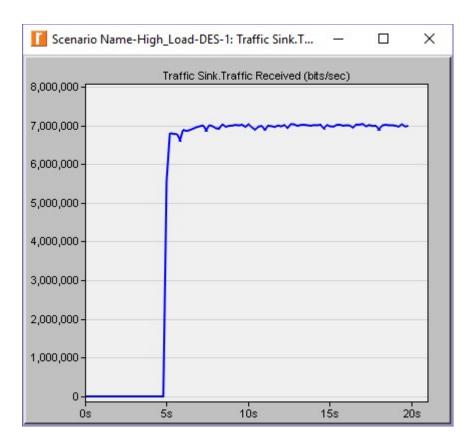
High_load



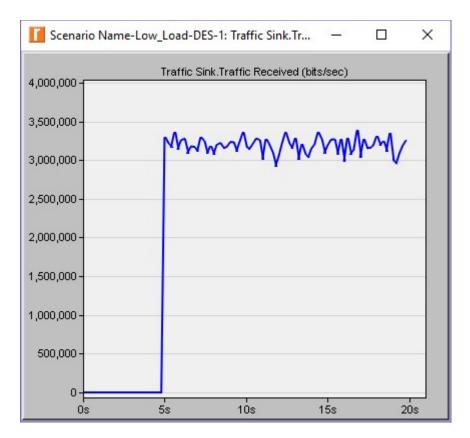
Interarrival Time (seconds) to exponential (0.002)



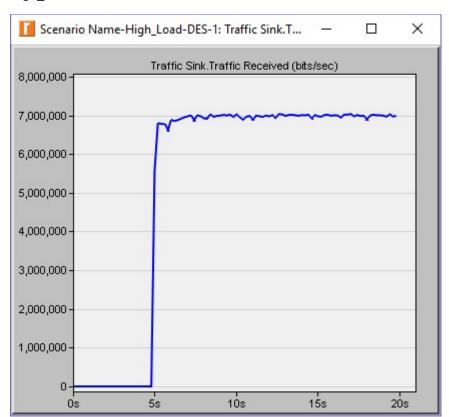
Hiegh_load



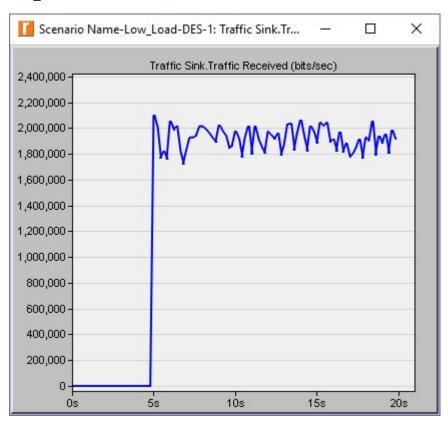
Interarrival Time (seconds) to exponential (0.003)



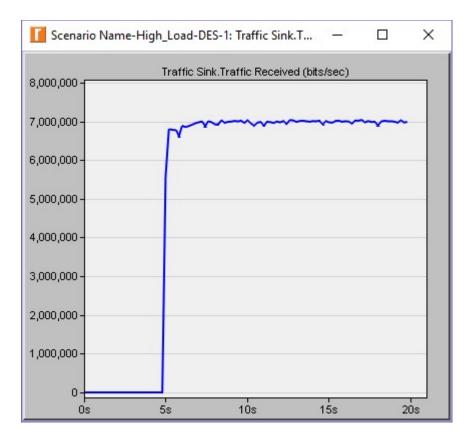
High_load



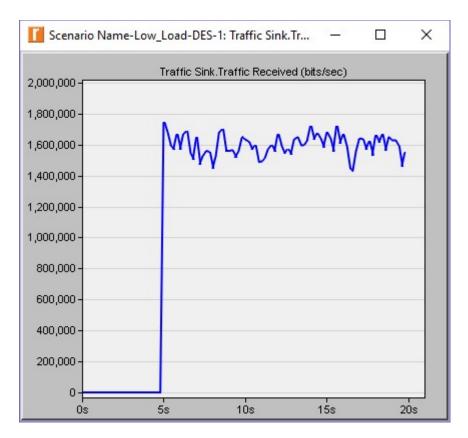
Interarrival Time (seconds) to exponential (0.005)



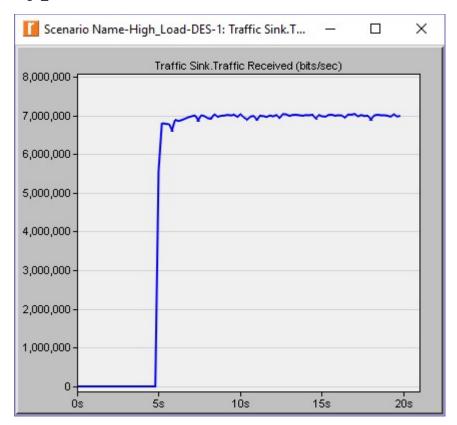
High_load



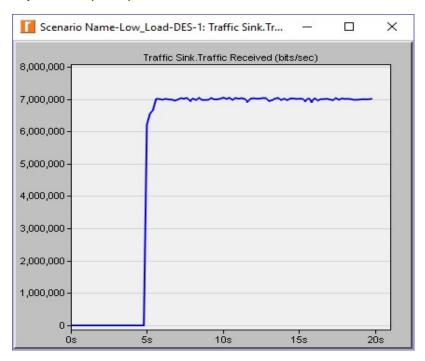
Interarrival Time (seconds) to exponential (0.006)



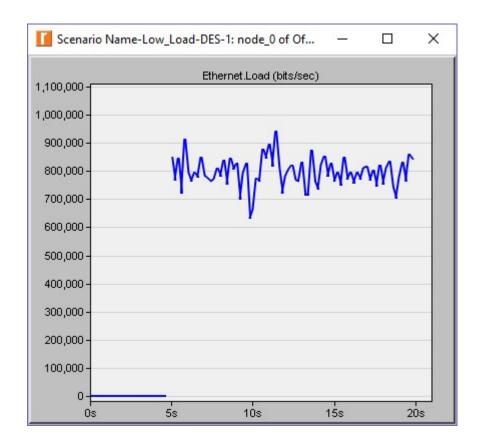
High_load



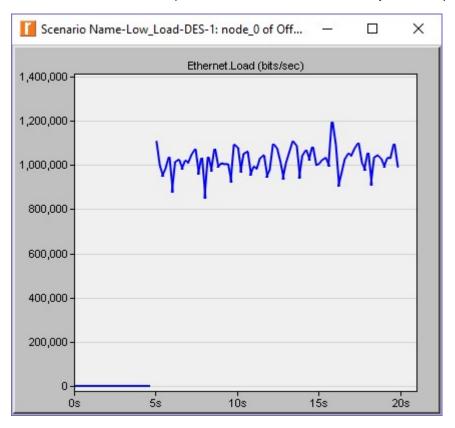
Maximum throughput is achieved when **Interarrival Time** (seconds) to exponential (0.0008) and exponential (0.001)



The offered load that corresponds to this interarrival time to **exponential** (0.001)



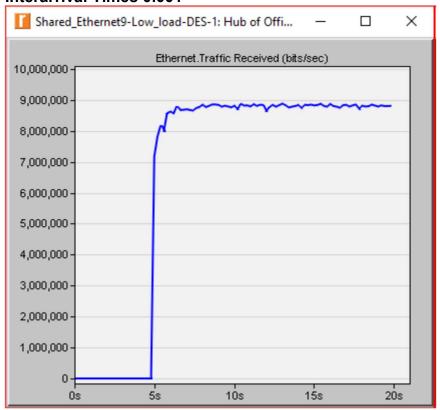
The offered load that corresponds to this interarrival time to exponential (0.0008)

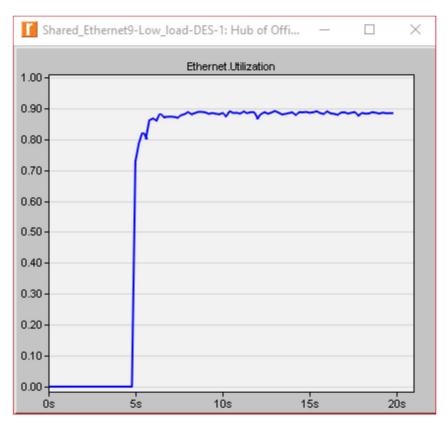


Throughput stop increasing because the bandwidth of the station reaches to the limit while the hub still receives data to process and cause collision which show the increase in load.

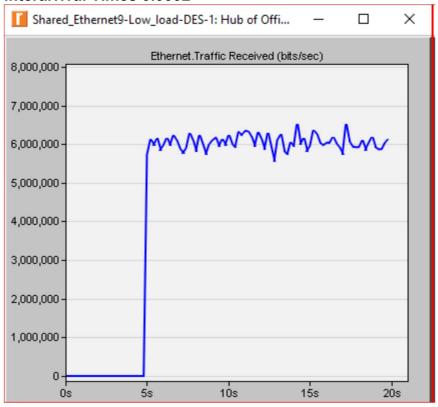
Throughput stop increasing because the bandwidth of the station reach to the limit while the hub still received data to process and cause collision which show the increase in load

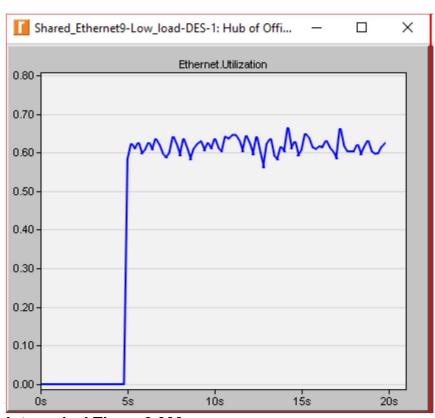
Q2):-Interarrival Times 0.001



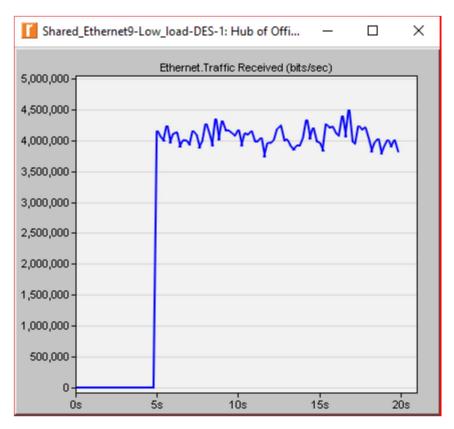


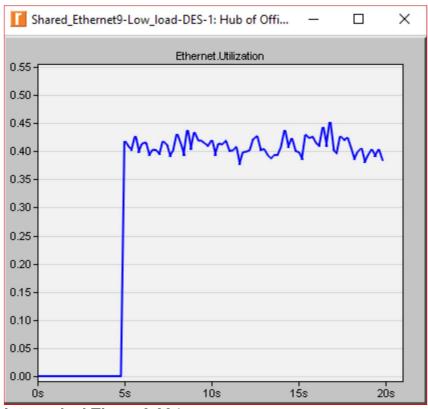
Interarrival Times 0.0002



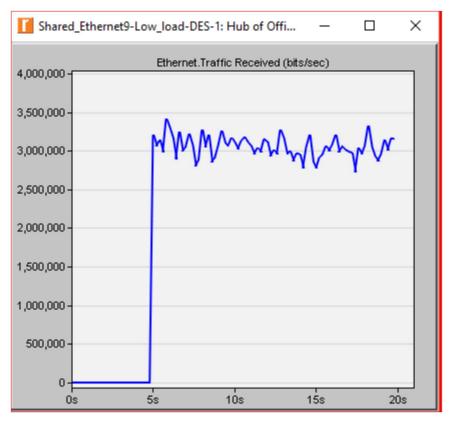


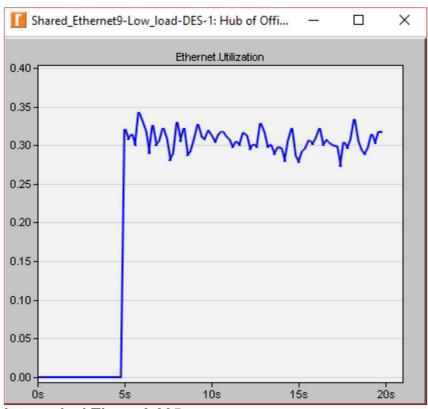
Interarrival Times 0.003



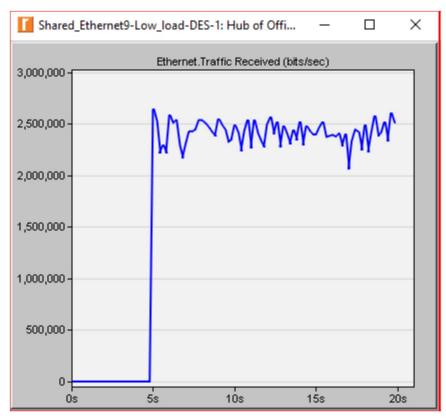


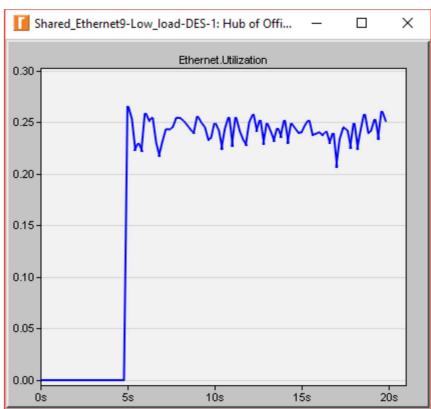
Interarrival Times 0.004



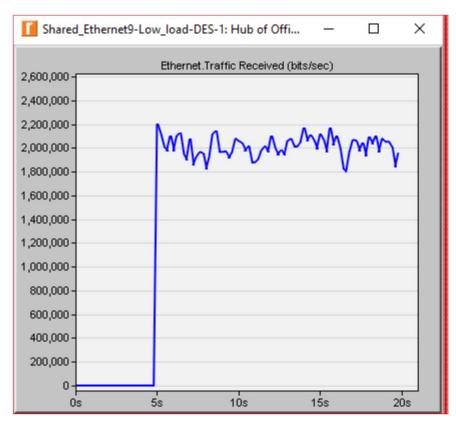


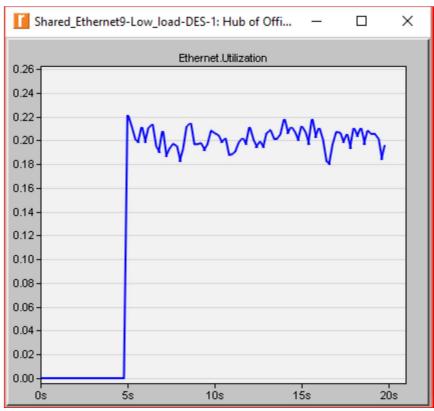
Interarrival Times 0.005



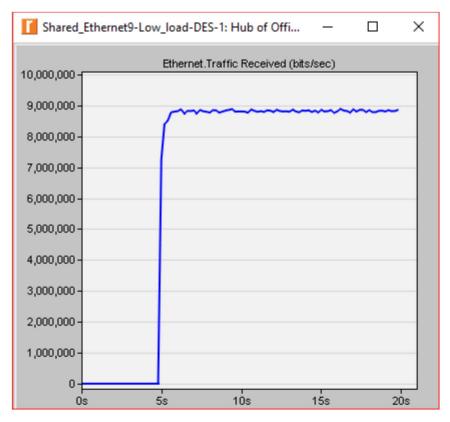


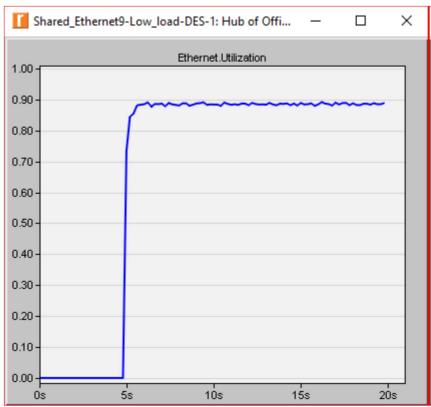
Interarrival Times 0.006





Interarrival Times 0.0008





This shows that Traffic Received values and Utilization values are same which means

Utilization give us the percentage of system performance relay on how many bits processed as Traffic Received plots.

The system will not reach 100% because the time process is zero which means the hub send all data as broadcast.