Project 3

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Part A:

The simulation has a simpler simulation compared to the actual behavior you might encounter on real Ethernet. In the simulation, inter-frame spacing is ignored, variability in collision time is ignored, and each collision takes up exactly one time slot. On real Ethernet, these factors need to be taken into consideration. Ignoring inter-frame spacing speeds up the process. Allowing each collision to take up exactly one time slot and ignoring collision time can either speed up or slow down delay time.

Part B:

Part C: