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STREAMING LIVE MEDIA

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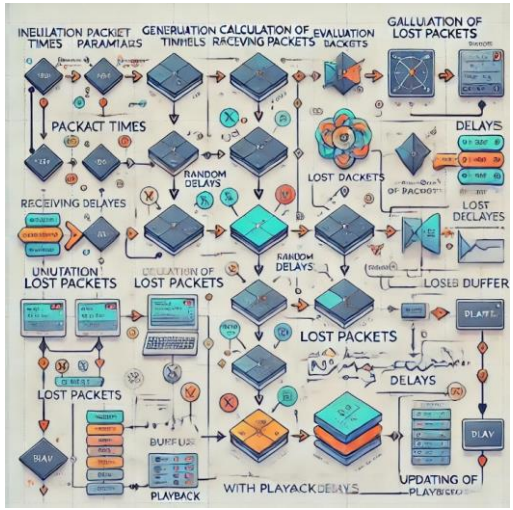


Our simulation is used to model the process of audio packets being transmitted. It is generating three curves

i- A curve for packet generation given a start time and the number of packets to be transmitted.

ii-A packet receiving curve by using a randomly generated set of network delays to each packet from the generation curve.

iii- A playback curve by adding a playback delay to the received packets.

Simply the code work as the folowing chart

[Start]

|

[Initialize Variables]

|

[Generate Packet Generation Times] -- Loop i

|

[Calculate Receiving Times] -- Loop i

|

[Calculate Playback Times and Lost Packets] -- Loop i

|

[Determine Maximum Time]

|

[Set Canvas Dimensions]

|

[Initialize Maximum Buffer Count]

|

[Simulate Time Steps] -- Loop i

|

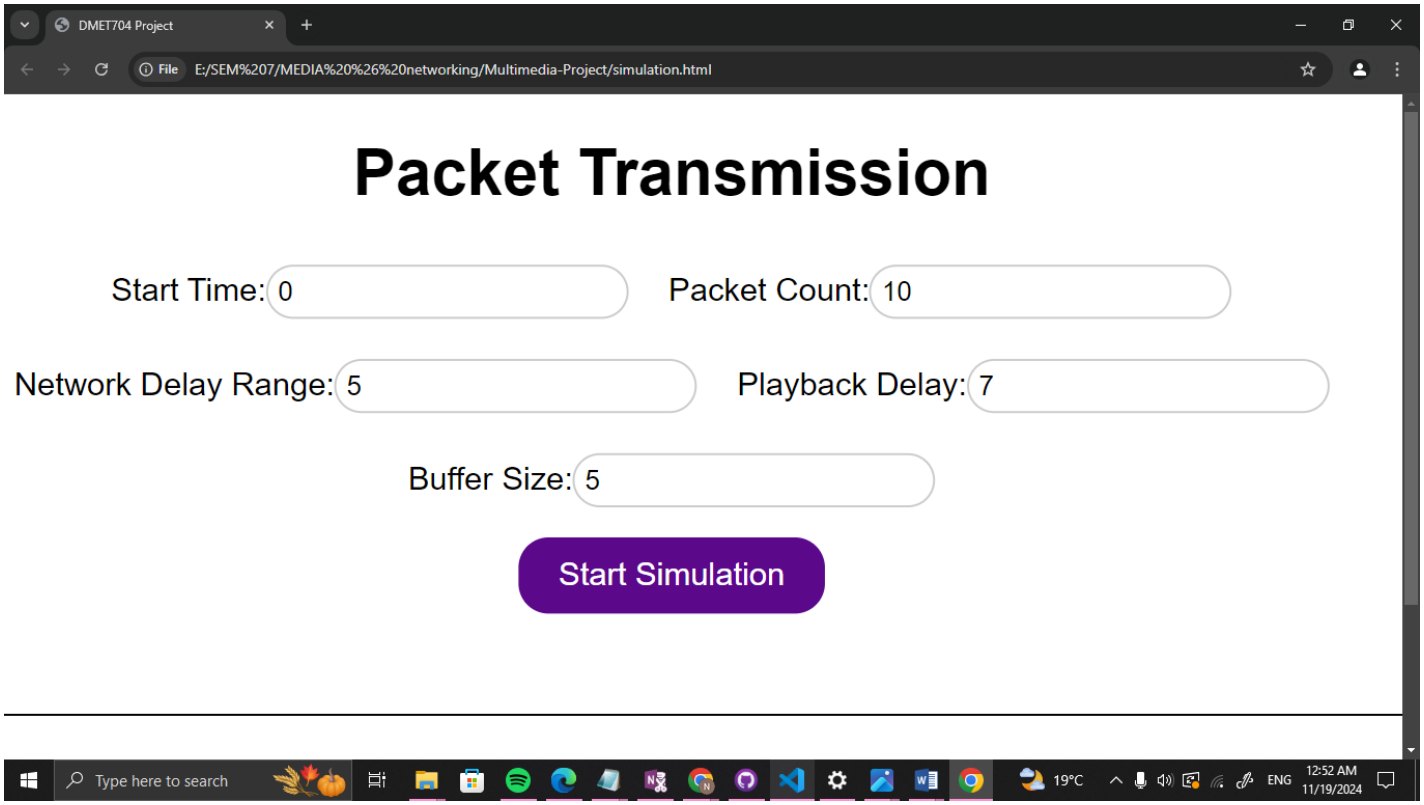
|---[Buffer Packets] -- Loop j

| |

| |---[Check Buffer Conditions]


```
   |   |
   |---[Playback Packets] -- Loop j
   |   |
   |   |---[Check Playback Conditions]
   |
[Log Current Time and Buffer State]
   |
[End]
```

The front end provides HTML page which takes all detais from the user



Here is a sample of the output using the previous inputs