

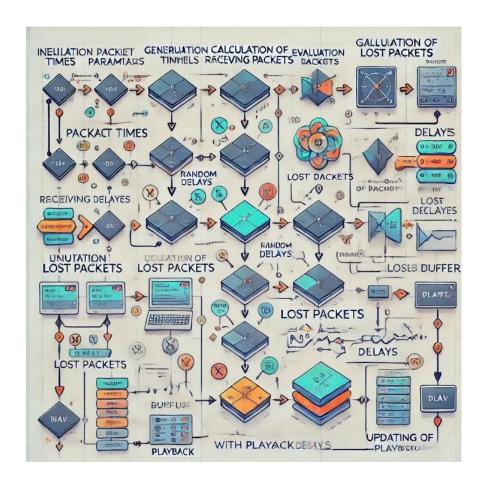
STREAMING LIVE MEDIA

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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 following 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]
```

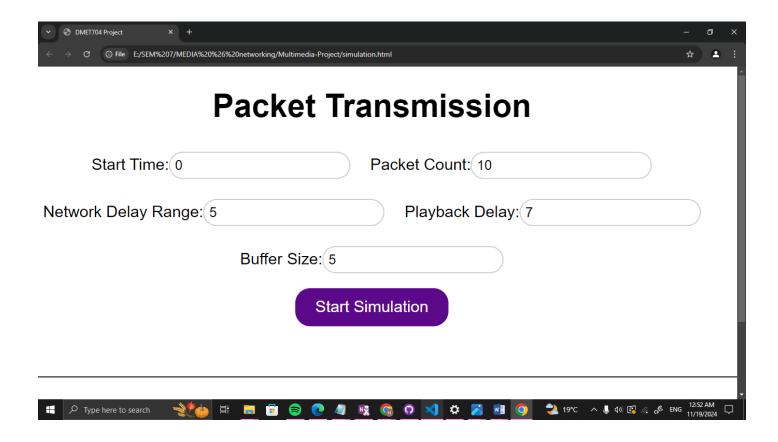
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```
[Initialize Maximum Buffer Count]
[Simulate Time Steps] -- Loop i
 |---[Buffer Packets] -- Loop j
    |---[Check Buffer Conditions]
 |---[Playback Packets] -- Loop j
    |---[Check Playback Conditions]
[Log Current Time and Buffer State]
[End]
```

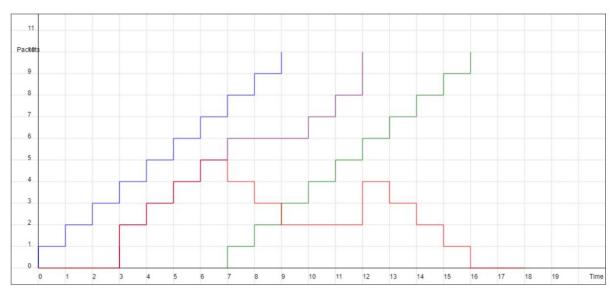


The front end provides HTML page which takes all detais from the user





Here is a sample of the output using the previous inputs



Simulation Results

Average Buffer Size: 2.642857142857143

Minimum Buffer Size: 5

Lost Packets: 5

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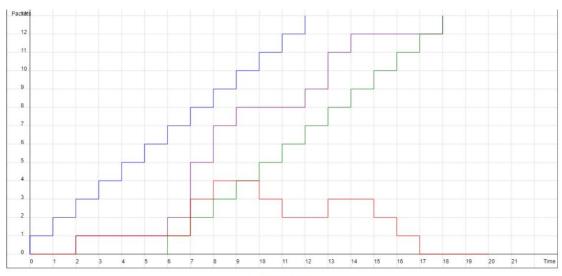
Another values taken from the user

Packet Transmission

Start Time: 0	Pa	cket Count: 13	
Network Delay Range: 5	•	Playback Delay: 6	
Bu	ffer Size: 8		
	Start Simu	lation	



Here is a sample of the output using the previous inputs



Simulation Results

Average Buffer Size: 1.8823529411764706

Minimum Buffer Size: 5

Lost Packets: