In B\_output: Sender B sends the Frame aaa data

TOLAYER3: frame being corrupted

In A\_input: Receiver A receives Corrupted frame Zaa data.......Drop

In A\_input: Receiver A sends negative acknowledgement(NACK)

TOLAYER3: frame being corrupted

In B\_input: Acknowledged frame got Corrupted.......drop

In B\_timerinterrupt: Sender B retransmits the last frame aaa data

In A\_input: Receiver A receives valid frame aaa data

In A\_input: Receiver A waits for Sending the acknowledged frame for aaa data

In A\_output: Sender A sends the piggy Frame bbb data

In B\_input: Receiver B receives valid piggy frame bbb data

In B\_input: Receiver B waits for Sending the acknowledged frame for bbb data

In B\_input: Receiver B receives acknowledge for previous frame

In B\_output: Sender B sends the piggy Frame ccc data

In A\_input: Receiver A receives valid piggy frame ccc data

In A\_input: Receiver A waits for Sending the acknowledged frame for ccc data

In A\_input: Receiver A receives acknowledge for previous frame

In B\_output: Sender B is not acknowledged yet........drop this ddd data

In A\_output: Sender A sends the piggy Frame eee data

In B\_input: Receiver B receives valid piggy frame eee data

In B\_input: Receiver B waits for Sending the acknowledged frame for eee data

In B\_input: Receiver B receives acknowledge for previous frame

In A\_timerinterrupt: Sender A retransmits the last frame eee data

In B\_input: Receiver B discards duplicate piggy frame for eee data......Drop

In B\_input: Receiver B sends negative acknowledgement(NACK)

TOLAYER1: frame being lost

In A\_timerinterrupt: Sender A retransmits the last frame eee data

In B\_input: Receiver B discards duplicate piggy frame for eee data......Drop

In B\_input: Receiver B sends negative acknowledgement(NACK)

In A\_input: Sender A receives valid acknowledged frame