# Collaboration Project **KTN2**

Gruppe 34

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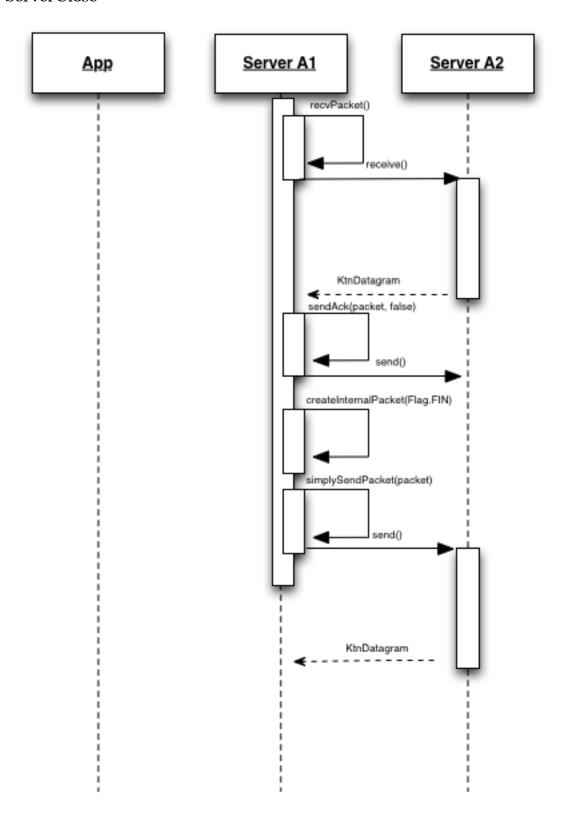
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# Changes

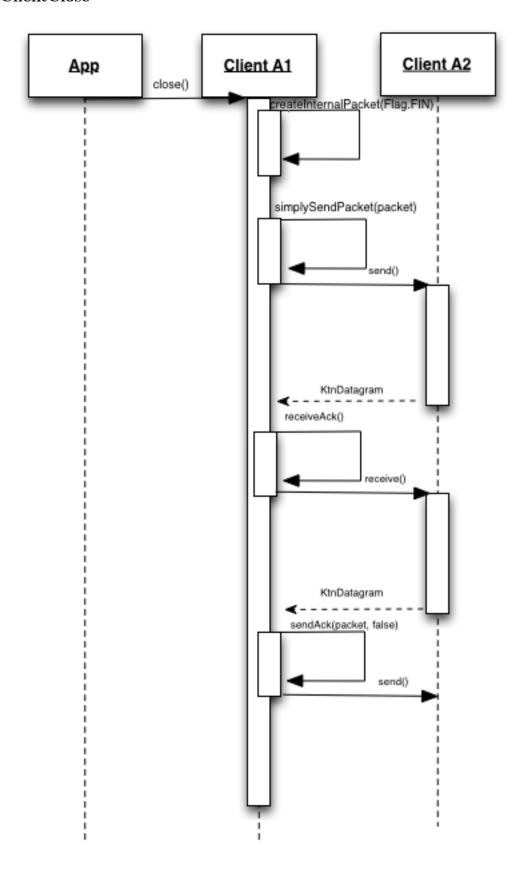
We increased the amount of packets in the test runs from 10 to 100.

The ServerClose and ClientClose diagrams have been updated to reflect the fact that we used the simply-SendPacket(packet) method instead of the sendDataPacketWithRetransmission(packet) for internal packets. The new diagrams are included below.

## ${\bf ServerClose}$



# ${\bf ClientClose}$



## Test Results

Initial Connection: T-KTN01

#### Result

Three-way handshake observed. Connection successfully established.

## Connection and Tear Down: T-KTN02

#### Result

Connection successfully established and closed. Four-way handshake observed succeeded by a thirty second timeout on the client-side.

## Send and Receive: T-KTN03

#### Result

All ten packages were received by the server.

# Lossy S&R: T-KTN04

### Result

All 100 messages were received at both levels of error.

# Delayed S&R: T-KTN05

## Result

All 100 messages were received at both levels of error.

## Lossy Delays: T-KTN06

#### Result

All 100 messages were received at both levels of error.

# I ain't afraid of no ghosts: T-KTN07

### Result

All 100 messages were received at both levels of error.

## Lost Ghosts of Delay-Bay: T-KTN08

## Result

All 100 messages were received at both levels of error.

# Payload Bit Errors: T-KTN09

## Result

All 100 messages were received at both levels of error.

## Ghosts Lost in Bit Error Delays: T-KTN10

## Result

All 100 messages were received at both levels of error.

Headless: T-KTN11

## Result

All 100 messages were received at both levels of error.

# The Full Monty: T-KTN12

## Result

All 100 messages were received at both levels of error.