**Name: Jie Zhou**

**CS-1652 Project2 sample output**

**Stop and Wait Sample Output:**

Corrupted packet is denoted in Yellow,

Lost packet is denoted in Red,

Correction/Retransmission is denoted in Blue,

Time out is denoted in Grey,

Successful receival is denoted in Green,

Jies-MBP-2:project2 jay$ ./stopwait

----- Network Simulator Version 1.1 --------

Enter the number of messages to simulate: 10

Enter packet loss probability [enter 0.0 for no loss]:0.1

Enter packet corruption probability [0.0 for no corruption]:0.3

Enter average time between messages from sender's layer5 [ > 0.0]:1000

Enter TRACE:2

EVENT time: 696.571045, type: 1, fromlayer5 entity: 0

Sent from A: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

EVENT time: 701.979919, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

Accpeted at B: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

ACK sent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

TOLAYER3: packet being corrupted

EVENT time: 706.738098, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe, Z

Corrupted ACK/NACK, Resent at A: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

EVENT time: 716.266235, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

Wrong Packet, ACK Resent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 725.969482, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 1966.186157, type: 1, fromlayer5 entity: 0

Sent from A: seq = 1, ack = 0, isACK = 0, checksum = 2827, bbbbbbbbbbbbbbbbbbbb

EVENT time: 1975.974609, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = 2827, bbbbbbbbbbbbbbbbbbbb

Accpeted at B: seq = 1, ack = 0, isACK = 0, checksum = 2827, bbbbbbbbbbbbbbbbbbbb

ACK sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

TOLAYER3: packet being lost

EVENT time: 1990.186157, type: 0, timerinterrupt entity: 0

Resent at A: seq = 1, ack = 0, isACK = 0, checksum = 2827, bbbbbbbbbbbbbbbbbbbb

EVENT time: 1997.139526, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = 2827, bbbbbbbbbbbbbbbbbbbb

Wrong Packet, ACK Resent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 1998.153198, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 3866.870605, type: 1, fromlayer5 entity: 0

Sent from A: seq = 0, ack = 0, isACK = 0, checksum = 1e1e, cccccccccccccccccccc

EVENT time: 3876.321533, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = 1e1e, cccccccccccccccccccc

Accpeted at B: seq = 0, ack = 0, isACK = 0, checksum = 1e1e, cccccccccccccccccccc

ACK sent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 3877.538330, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 5315.140625, type: 1, fromlayer5 entity: 0

Sent from A: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

TOLAYER3: packet being corrupted

EVENT time: 5325.117676, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = 1413, Zddddddddddddddddddd

Checksum error at B: seq = 1, ack = 0, isACK = 0, checksum = 1413, Zddddddddddddddddddd

NAK Sent from B: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

EVENT time: 5333.584961, type: 2, fromlayer3 entity: 0

Received at A: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

NAK Received, Resent at A: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

EVENT time: 5336.868164, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

Accpeted at B: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

ACK sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

TOLAYER3: packet being corrupted

EVENT time: 5339.273438, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 1, isACK = 1, checksum = fffd,

Corrupted ACK/NACK, Resent at A: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

EVENT time: 5340.633301, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

Wrong Packet, ACK Resent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 5347.940430, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 6415.539551, type: 1, fromlayer5 entity: 0

Sent from A: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

EVENT time: 6424.482422, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

Accpeted at B: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

ACK sent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

TOLAYER3: packet being lost

EVENT time: 6439.539551, type: 0, timerinterrupt entity: 0

Resent at A: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

EVENT time: 6447.713379, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

Wrong Packet, ACK Resent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

TOLAYER3: packet being corrupted

EVENT time: 6449.033691, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe, Z

Corrupted ACK/NACK, Resent at A: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

TOLAYER3: packet being lost

EVENT time: 6473.033691, type: 0, timerinterrupt entity: 0

Resent at A: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

EVENT time: 6479.981934, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = a0a, eeeeeeeeeeeeeeeeeeee

Wrong Packet, ACK Resent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 6487.168945, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 6560.355957, type: 1, fromlayer5 entity: 0

Sent from A: seq = 1, ack = 0, isACK = 0, checksum = fffe, ffffffffffffffffffff

EVENT time: 6564.231934, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = fffe, ffffffffffffffffffff

Accpeted at B: seq = 1, ack = 0, isACK = 0, checksum = fffe, ffffffffffffffffffff

ACK sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

TOLAYER3: packet being corrupted

EVENT time: 6573.921875, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd, Z

Corrupted ACK/NACK, Resent at A: seq = 1, ack = 0, isACK = 0, checksum = fffe, ffffffffffffffffffff

EVENT time: 6580.329102, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = fffe, ffffffffffffffffffff

Wrong Packet, ACK Resent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 6584.241699, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 6833.072266, type: 1, fromlayer5 entity: 0

Sent from A: seq = 0, ack = 0, isACK = 0, checksum = f5f5, gggggggggggggggggggg

EVENT time: 6837.543457, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = f5f5, gggggggggggggggggggg

Accpeted at B: seq = 0, ack = 0, isACK = 0, checksum = f5f5, gggggggggggggggggggg

ACK sent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 6845.238281, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 7057.309082, type: 1, fromlayer5 entity: 0

Sent from A: seq = 1, ack = 0, isACK = 0, checksum = ebea, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being corrupted

EVENT time: 7058.700195, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 999999, isACK = 0, checksum = ebea, hhhhhhhhhhhhhhhhhhhh

Checksum error at B: seq = 1, ack = 999999, isACK = 0, checksum = ebea, hhhhhhhhhhhhhhhhhhhh

NAK Sent from B: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

TOLAYER3: packet being corrupted

EVENT time: 7068.648926, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = -1, isACK = 1, checksum = 941,

Corrupted ACK/NACK, Resent at A: seq = 1, ack = 0, isACK = 0, checksum = ebea, hhhhhhhhhhhhhhhhhhhh

EVENT time: 7072.824219, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = ebea, hhhhhhhhhhhhhhhhhhhh

Accpeted at B: seq = 1, ack = 0, isACK = 0, checksum = ebea, hhhhhhhhhhhhhhhhhhhh

ACK sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 7080.700195, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 7549.153809, type: 1, fromlayer5 entity: 0

Sent from A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being lost

EVENT time: 7573.153809, type: 0, timerinterrupt entity: 0

Resent at A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

EVENT time: 7579.957031, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = e1e1, Ziiiiiiiiiiiiiiiiiii

Checksum error at B: seq = 0, ack = 0, isACK = 0, checksum = e1e1, Ziiiiiiiiiiiiiiiiiii

NAK Sent from B: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

TOLAYER3: packet being corrupted

EVENT time: 7587.611816, type: 2, fromlayer3 entity: 0

Received at A: seq = 1967115008, ack = -1, isACK = 1, checksum = 941, Z

Corrupted ACK/NACK, Resent at A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

EVENT time: 7588.657715, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 999999, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

Checksum error at B: seq = 0, ack = 999999, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

NAK Sent from B: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

EVENT time: 7592.919434, type: 2, fromlayer3 entity: 0

Received at A: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

NAK Received, Resent at A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being lost

EVENT time: 7616.919434, type: 0, timerinterrupt entity: 0

Resent at A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

EVENT time: 7625.765137, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 999999, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

Checksum error at B: seq = 0, ack = 999999, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

NAK Sent from B: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

EVENT time: 7631.895996, type: 2, fromlayer3 entity: 0

Received at A: seq = 1967115008, ack = -1, isACK = 1, checksum = 941,

NAK Received, Resent at A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

EVENT time: 7638.419434, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

Accpeted at B: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

ACK sent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

TOLAYER3: packet being corrupted

EVENT time: 7647.895508, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe, Z

Corrupted ACK/NACK, Resent at A: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

EVENT time: 7653.931641, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = e1e1, iiiiiiiiiiiiiiiiiiii

Wrong Packet, ACK Resent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 7660.193359, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 9466.698242, type: 1, fromlayer5 entity: 0

Sent from A: seq = 1, ack = 0, isACK = 0, checksum = d7d6, jjjjjjjjjjjjjjjjjjjj

TOLAYER3: packet being corrupted

EVENT time: 9468.742188, type: 2, fromlayer3 entity: 1

Simulator terminated at time 9468.742188

after sending 10 msgs from layer5

Jies-MBP-2:project2 jay$

**Go Back N Sample Output:**

Jies-MBP-2:project2 jay$ gcc -o gbn project2\_gbn.c

Jies-MBP-2:project2 jay$ ./gbn

----- Network Simulator Version 1.1 --------

Enter the number of messages to simulate: 90

Enter packet loss probability [enter 0.0 for no loss]:0.2

Enter packet corruption probability [0.0 for no corruption]:0.2

Enter average time between messages from sender's layer5 [ > 0.0]:10

Enter TRACE:2

EVENT time: 6.965711, type: 1, fromlayer5 entity: 1

Packet saved at index 0:

Saved: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

EVENT time: 11.168114, type: 1, fromlayer5 entity: 0

Packet saved at index 0:

Saved: seq = 0, ack = 0, isACK = 0, checksum = 2828, bbbbbbbbbbbbbbbbbbbb

Sent from A: seq = 0, ack = 0, isACK = 0, checksum = 2828, bbbbbbbbbbbbbbbbbbbb

EVENT time: 13.216425, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

Accpeted at A: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

Next A as receiver is expecting packet 1

Ack sent from A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

TOLAYER3: packet being lost

EVENT time: 13.858004, type: 1, fromlayer5 entity: 0

Packet saved at index 1:

Saved: seq = 1, ack = 0, isACK = 0, checksum = 1e1d, cccccccccccccccccccc

Sent from A: seq = 1, ack = 0, isACK = 0, checksum = 1e1d, cccccccccccccccccccc

EVENT time: 20.696243, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 0, isACK = 0, checksum = 2828, bbbbbbbbbbbbbbbbbbbb

Accpeted at B: seq = 0, ack = 0, isACK = 0, checksum = 2828, bbbbbbbbbbbbbbbbbbbb

Next B as receiver is expecting packet 1

Ack sent from B: seq = 0, ack = 0, isACK = 1, checksum = fffe,

EVENT time: 21.850939, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 0, isACK = 1, checksum = fffe,

Now base is at 1

Seq\_expect\_send\_A is 2

still packets inflight, restart timer

EVENT time: 25.316151, type: 2, fromlayer3 entity: 1

Received at B: seq = 1, ack = 0, isACK = 0, checksum = 1e1d, cccccccccccccccccccc

Accpeted at B: seq = 1, ack = 0, isACK = 0, checksum = 1e1d, cccccccccccccccccccc

Next B as receiver is expecting packet 2

Ack sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 30.965710, type: 0, timerinterrupt entity: 1

Sent from B: seq = 0, ack = 0, isACK = 0, checksum = 3232, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

timer started

EVENT time: 31.485765, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

Now base is at 2

Seq\_expect\_send\_A is 2

All Ack received, timer stopped

EVENT time: 33.198532, type: 1, fromlayer5 entity: 1

Packet saved at index 1:

Saved: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

Sent from B: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

EVENT time: 42.649467, type: 2, fromlayer3 entity: 0

Received at A: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

Accpeted at A: seq = 1, ack = 0, isACK = 0, checksum = 1413, dddddddddddddddddddd

Next A as receiver is expecting packet 2

Ack sent from A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 43.866299, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

Now base is at 2

seq\_exxpect\_send\_B is 2

timer stopped

EVENT time: 45.046837, type: 1, fromlayer5 entity: 1

Packet saved at index 2:

Saved: seq = 2, ack = 0, isACK = 0, checksum = a08, eeeeeeeeeeeeeeeeeeee

Sent from B: seq = 2, ack = 0, isACK = 0, checksum = a08, eeeeeeeeeeeeeeeeeeee

EVENT time: 46.070732, type: 2, fromlayer3 entity: 0

Received at A: seq = 2, ack = 0, isACK = 0, checksum = a08, eeeeeeeeeeeeeeeeeeee

Accpeted at A: seq = 2, ack = 0, isACK = 0, checksum = a08, eeeeeeeeeeeeeeeeeeee

Next A as receiver is expecting packet 3

Ack sent from A: seq = 0, ack = 2, isACK = 1, checksum = fffc,

EVENT time: 54.537804, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 2, isACK = 1, checksum = fffc,

Now base is at 3

seq\_exxpect\_send\_B is 3

timer stopped

EVENT time: 56.050827, type: 1, fromlayer5 entity: 0

Packet saved at index 2:

Saved: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

Sent from A: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

TOLAYER3: packet being corrupted

EVENT time: 63.538921, type: 2, fromlayer3 entity: 1

Received at B: seq = 2, ack = 0, isACK = 0, checksum = fffd, Zfffffffffffffffffff

Checksum error at B: seq = 2, ack = 0, isACK = 0, checksum = fffd, Zfffffffffffffffffff

Nak sent from B: seq = 2, ack = -1, isACK = 1, checksum = 5327, @??

TOLAYER3: packet being corrupted

EVENT time: 67.921181, type: 1, fromlayer5 entity: 0

Packet saved at index 3:

Saved: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Sent from A: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

EVENT time: 69.572853, type: 2, fromlayer3 entity: 1

Received at B: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Resend last Ack sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

TOLAYER3: packet being corrupted

EVENT time: 70.553047, type: 2, fromlayer3 entity: 0

Received at A: seq = 2, ack = -1, isACK = 1, checksum = 5327, Z@??

Corrupted Ack, ignore.

EVENT time: 75.919876, type: 1, fromlayer5 entity: 1

Packet saved at index 3:

Saved: seq = 3, ack = 0, isACK = 0, checksum = ebe8, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 3, ack = 0, isACK = 0, checksum = ebe8, hhhhhhhhhhhhhhhhhhhh

EVENT time: 76.846428, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd, Z

Corrupted Ack, ignore.

EVENT time: 78.166771, type: 2, fromlayer3 entity: 0

Received at A: seq = 3, ack = 0, isACK = 0, checksum = ebe8, hhhhhhhhhhhhhhhhhhhh

Accpeted at A: seq = 3, ack = 0, isACK = 0, checksum = ebe8, hhhhhhhhhhhhhhhhhhhh

Next A as receiver is expecting packet 4

Ack sent from A: seq = 0, ack = 3, isACK = 1, checksum = fffb,

TOLAYER3: packet being lost

EVENT time: 80.050827, type: 0, timerinterrupt entity: 0

Sent from A: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

TOLAYER3: packet being lost

timer started

Sent from A: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

EVENT time: 86.999268, type: 2, fromlayer3 entity: 1

Received at B: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Resend last Ack sent from B: seq = 0, ack = 1, isACK = 1, checksum = fffd,

EVENT time: 91.861206, type: 1, fromlayer5 entity: 0

Packet saved at index 4:

Saved: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Sent from A: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

EVENT time: 94.186089, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 1, isACK = 1, checksum = fffd,

Now base is at 2

Seq\_expect\_send\_A is 5

still packets inflight, restart timer

EVENT time: 94.588371, type: 1, fromlayer5 entity: 1

Packet saved at index 4:

Saved: seq = 4, ack = 0, isACK = 0, checksum = d7d3, jjjjjjjjjjjjjjjjjjjj

Sent from B: seq = 4, ack = 0, isACK = 0, checksum = d7d3, jjjjjjjjjjjjjjjjjjjj

EVENT time: 95.895355, type: 2, fromlayer3 entity: 1

Received at B: seq = 4, ack = 999999, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Checksum error at B: seq = 4, ack = 999999, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Nak sent from B: seq = 4, ack = -1, isACK = 1, checksum = fffb,

EVENT time: 96.682190, type: 1, fromlayer5 entity: 1

Packet saved at index 5:

Saved: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

Sent from B: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

EVENT time: 98.924561, type: 1, fromlayer5 entity: 0

Packet saved at index 5:

Saved: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

Sent from A: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

TOLAYER3: packet being corrupted

EVENT time: 99.919876, type: 0, timerinterrupt entity: 1

Sent from B: seq = 3, ack = 0, isACK = 0, checksum = ebe8, hhhhhhhhhhhhhhhhhhhh

timer started

Sent from B: seq = 4, ack = 0, isACK = 0, checksum = d7d3, jjjjjjjjjjjjjjjjjjjj

TOLAYER3: packet being lost

Sent from B: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

EVENT time: 100.995392, type: 2, fromlayer3 entity: 0

Received at A: seq = 4, ack = 0, isACK = 0, checksum = d7d3, jjjjjjjjjjjjjjjjjjjj

Accpeted at A: seq = 4, ack = 0, isACK = 0, checksum = d7d3, jjjjjjjjjjjjjjjjjjjj

Next A as receiver is expecting packet 5

Ack sent from A: seq = 0, ack = 4, isACK = 1, checksum = fffa,

EVENT time: 101.876984, type: 2, fromlayer3 entity: 1

Received at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, Zlllllllllllllllllll

Checksum error at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, Zlllllllllllllllllll

Nak sent from B: seq = 5, ack = -1, isACK = 1, checksum = 9073, ?{??D?

TOLAYER3: packet being corrupted

EVENT time: 104.907913, type: 2, fromlayer3 entity: 0

Received at A: seq = 4, ack = -1, isACK = 1, checksum = fffb,

Nack Received, Resend the window from A: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

timer started

Nack Received, Resend the window from A: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Nack Received, Resend the window from A: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

Nack Received, Resend the window from A: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

EVENT time: 109.959801, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 4, isACK = 1, checksum = fffa,

Now base is at 5

seq\_exxpect\_send\_B is 6

still packets inflight, restart timer

EVENT time: 111.445923, type: 2, fromlayer3 entity: 0

Received at A: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

Accpeted at A: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

Next A as receiver is expecting packet 6

Ack sent from A: seq = 0, ack = 5, isACK = 1, checksum = fff9,

EVENT time: 113.221428, type: 2, fromlayer3 entity: 1

Received at B: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

Accpeted at B: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

Next B as receiver is expecting packet 3

Ack sent from B: seq = 0, ack = 2, isACK = 1, checksum = fffc,

EVENT time: 113.801506, type: 1, fromlayer5 entity: 1

Packet saved at index 6:

Saved: seq = 6, ack = 0, isACK = 0, checksum = b9b3, mmmmmmmmmmmmmmmmmmmm

Sent from B: seq = 6, ack = 0, isACK = 0, checksum = b9b3, mmmmmmmmmmmmmmmmmmmm

EVENT time: 118.667793, type: 2, fromlayer3 entity: 0

Received at A: seq = 3, ack = 0, isACK = 0, checksum = ebe8, hhhhhhhhhhhhhhhhhhhh

Packet already received, igonre.

EVENT time: 120.876129, type: 2, fromlayer3 entity: 1

Received at B: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Accpeted at B: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Next B as receiver is expecting packet 4

Ack sent from B: seq = 0, ack = 3, isACK = 1, checksum = fffb,

EVENT time: 127.290482, type: 2, fromlayer3 entity: 1

Received at B: seq = 4, ack = 0, isACK = 0, checksum = e1dd, Ziiiiiiiiiiiiiiiiiii

Checksum error at B: seq = 4, ack = 0, isACK = 0, checksum = e1dd, Ziiiiiiiiiiiiiiiiiii

Nak sent from B: seq = 4, ack = -1, isACK = 1, checksum = fffb,

TOLAYER3: packet being lost

EVENT time: 127.890984, type: 2, fromlayer3 entity: 0

Received at A: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

Packet already received, igonre.

EVENT time: 128.907913, type: 0, timerinterrupt entity: 0

Sent from A: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

timer started

Sent from A: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Sent from A: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Sent from A: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

TOLAYER3: packet being lost

EVENT time: 133.502304, type: 1, fromlayer5 entity: 1

Packet saved at index 7:

Saved: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

Sent from B: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

TOLAYER3: packet being lost

EVENT time: 133.959808, type: 0, timerinterrupt entity: 1

Sent from B: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

timer started

Sent from B: seq = 6, ack = 0, isACK = 0, checksum = b9b3, mmmmmmmmmmmmmmmmmmmm

Sent from B: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

TOLAYER3: packet being corrupted

EVENT time: 135.589142, type: 1, fromlayer5 entity: 1

Packet saved at index 8:

Saved: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

Sent from B: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

EVENT time: 136.785172, type: 2, fromlayer3 entity: 1

Received at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

Resend last Ack sent from B: seq = 0, ack = 3, isACK = 1, checksum = fffb,

TOLAYER3: packet being lost

EVENT time: 137.519943, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = -1, isACK = 1, checksum = 9073, ?{??D?

Corrupted Ack, ignore.

EVENT time: 138.010269, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 5, isACK = 1, checksum = fff9,

Now base is at 6

seq\_exxpect\_send\_B is 9

still packets inflight, restart timer

EVENT time: 138.648972, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 2, isACK = 1, checksum = fffc,

Now base is at 3

Seq\_expect\_send\_A is 6

still packets inflight, restart timer

EVENT time: 142.594193, type: 1, fromlayer5 entity: 1

Packet saved at index 9:

Saved: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Sent from B: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

TOLAYER3: packet being lost

EVENT time: 144.708725, type: 2, fromlayer3 entity: 1

Received at B: seq = 2, ack = 0, isACK = 0, checksum = fffd, ffffffffffffffffffff

Packet already received. Ignore.

EVENT time: 147.929947, type: 1, fromlayer5 entity: 1

Packet saved at index 10:

Saved: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Sent from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

EVENT time: 148.197998, type: 2, fromlayer3 entity: 1

Received at B: seq = 3, ack = 0, isACK = 0, checksum = f5f2, gggggggggggggggggggg

Packet already received. Ignore.

EVENT time: 148.224121, type: 2, fromlayer3 entity: 0

Received at A: seq = 6, ack = 0, isACK = 0, checksum = b9b3, mmmmmmmmmmmmmmmmmmmm

Accpeted at A: seq = 6, ack = 0, isACK = 0, checksum = b9b3, mmmmmmmmmmmmmmmmmmmm

Next A as receiver is expecting packet 7

Ack sent from A: seq = 0, ack = 6, isACK = 1, checksum = fff8,

EVENT time: 152.798630, type: 1, fromlayer5 entity: 0

Packet saved at index 6:

Saved: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being lost

EVENT time: 153.668137, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 3, isACK = 1, checksum = fffb,

Now base is at 4

Seq\_expect\_send\_A is 7

still packets inflight, restart timer

EVENT time: 156.102036, type: 2, fromlayer3 entity: 1

Received at B: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Accpeted at B: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Next B as receiver is expecting packet 5

Ack sent from B: seq = 0, ack = 4, isACK = 1, checksum = fffa,

EVENT time: 157.962708, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 6, isACK = 1, checksum = fff8,

Now base is at 7

seq\_exxpect\_send\_B is 11

still packets inflight, restart timer

EVENT time: 162.817108, type: 2, fromlayer3 entity: 0

Received at A: seq = 5, ack = 0, isACK = 0, checksum = cdc8, kkkkkkkkkkkkkkkkkkkk

Packet already received, igonre.

EVENT time: 166.092667, type: 2, fromlayer3 entity: 0

Received at A: seq = 6, ack = 0, isACK = 0, checksum = b9b3, mmmmmmmmmmmmmmmmmmmm

Packet already received, igonre.

EVENT time: 168.512878, type: 2, fromlayer3 entity: 0

Received at A: seq = 7, ack = 0, isACK = 0, checksum = afa8, Znnnnnnnnnnnnnnnnnnn

Checksum error at A: seq = 7, ack = 0, isACK = 0, checksum = afa8, Znnnnnnnnnnnnnnnnnnn

Nak sent from A: seq = 7, ack = -1, isACK = 1, checksum = edf8,

EVENT time: 168.809052, type: 1, fromlayer5 entity: 0

Packet saved at index 7:

Saved: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

Sent from A: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

TOLAYER3: packet being lost

EVENT time: 173.764954, type: 2, fromlayer3 entity: 1

Received at B: seq = 7, ack = -1, isACK = 1, checksum = edf8,

Nack Received, Resent the window from B: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

timer started

Nack Received, Resent the window from B: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Nack Received, Resent the window from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

EVENT time: 176.643600, type: 2, fromlayer3 entity: 0

Received at A: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

Resend last Aak sent from A: seq = 0, ack = 6, isACK = 1, checksum = fff8,

EVENT time: 177.668137, type: 0, timerinterrupt entity: 0

Sent from A: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

timer started

Sent from A: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

Sent from A: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being lost

Sent from A: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

EVENT time: 179.572250, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 6, isACK = 1, checksum = fff8,

Now base is at 7

seq\_exxpect\_send\_B is 11

still packets inflight, restart timer

EVENT time: 184.011368, type: 2, fromlayer3 entity: 1

Received at B: seq = 4, ack = 0, isACK = 0, checksum = e1dd, iiiiiiiiiiiiiiiiiiii

Packet already received. Ignore.

EVENT time: 186.332581, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Nak sent from A: seq = 999999, ack = -1, isACK = 1, checksum = 4e2a, ?{??D?

EVENT time: 188.445847, type: 1, fromlayer5 entity: 1

Packet saved at index 11:

Saved: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Sent from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

EVENT time: 191.272507, type: 2, fromlayer3 entity: 1

Received at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

Accpeted at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

Next B as receiver is expecting packet 6

Ack sent from B: seq = 0, ack = 5, isACK = 1, checksum = fff9,

EVENT time: 191.813263, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 4, isACK = 1, checksum = fffa,

Now base is at 5

Seq\_expect\_send\_A is 8

still packets inflight, restart timer

EVENT time: 197.077194, type: 2, fromlayer3 entity: 0

Received at A: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

Accpeted at A: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

Next A as receiver is expecting packet 8

Ack sent from A: seq = 0, ack = 7, isACK = 1, checksum = fff7,

EVENT time: 200.679001, type: 2, fromlayer3 entity: 1

Received at B: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

Resend last Ack sent from B: seq = 0, ack = 5, isACK = 1, checksum = fff9,

EVENT time: 203.138168, type: 1, fromlayer5 entity: 1

Packet saved at index 12:

Saved: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Sent from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

EVENT time: 203.265335, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = -1, isACK = 1, checksum = 4e2a, ?{??D?

Nack Received, Resent the window from B: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

timer started

Nack Received, Resent the window from B: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

Nack Received, Resent the window from B: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Nack Received, Resent the window from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Nack Received, Resent the window from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

EVENT time: 204.916870, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 7, isACK = 1, checksum = fff7,

Now base is at 8

seq\_exxpect\_send\_B is 13

still packets inflight, restart timer

EVENT time: 206.916092, type: 2, fromlayer3 entity: 0

Received at A: seq = 8, ack = 0, isACK = 0, checksum = a59d, Zooooooooooooooooooo

Checksum error at A: seq = 8, ack = 0, isACK = 0, checksum = a59d, Zooooooooooooooooooo

Nak sent from A: seq = 8, ack = -1, isACK = 1, checksum = fff7,

TOLAYER3: packet being corrupted

EVENT time: 213.786087, type: 2, fromlayer3 entity: 0

Received at A: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Resend last Aak sent from A: seq = 0, ack = 7, isACK = 1, checksum = fff7,

EVENT time: 215.813263, type: 0, timerinterrupt entity: 0

Sent from A: seq = 5, ack = 0, isACK = 0, checksum = c3be, llllllllllllllllllll

TOLAYER3: packet being corrupted

timer started

Sent from A: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

EVENT time: 216.242508, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = -1, isACK = 1, checksum = fff7,

Corrupted Ack, ignore.

EVENT time: 221.504013, type: 2, fromlayer3 entity: 0

Received at A: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Resend last Aak sent from A: seq = 0, ack = 7, isACK = 1, checksum = fff7,

EVENT time: 221.910080, type: 1, fromlayer5 entity: 1

Packet saved at index 13:

Saved: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Sent from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

TOLAYER3: packet being corrupted

EVENT time: 222.345078, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 7, isACK = 1, checksum = fff7,

Now base is at 8

seq\_exxpect\_send\_B is 14

still packets inflight, restart timer

EVENT time: 223.596741, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Resend last Aak sent from A: seq = 0, ack = 7, isACK = 1, checksum = fff7,

TOLAYER3: packet being lost

EVENT time: 224.635147, type: 2, fromlayer3 entity: 1

Received at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, Zlllllllllllllllllll

Checksum error at B: seq = 5, ack = 0, isACK = 0, checksum = c3be, Zlllllllllllllllllll

Nak sent from B: seq = 5, ack = -1, isACK = 1, checksum = fffa,

EVENT time: 226.238876, type: 2, fromlayer3 entity: 1

Received at B: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

Accpeted at B: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

Next B as receiver is expecting packet 7

Ack sent from B: seq = 0, ack = 6, isACK = 1, checksum = fff8,

TOLAYER3: packet being corrupted

EVENT time: 230.336807, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 5, isACK = 1, checksum = fff9,

Now base is at 6

Seq\_expect\_send\_A is 8

still packets inflight, restart timer

EVENT time: 232.026657, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 5, isACK = 1, checksum = fff9,

Now base is at 6

Seq\_expect\_send\_A is 8

still packets inflight, restart timer

EVENT time: 234.204269, type: 2, fromlayer3 entity: 1

Received at B: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

Accpeted at B: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

Next B as receiver is expecting packet 8

Ack sent from B: seq = 0, ack = 7, isACK = 1, checksum = fff7,

TOLAYER3: packet being lost

EVENT time: 235.593063, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Resend last Aak sent from A: seq = 0, ack = 7, isACK = 1, checksum = fff7,

EVENT time: 238.362411, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 7, isACK = 1, checksum = fff7,

Now base is at 8

seq\_exxpect\_send\_B is 14

still packets inflight, restart timer

EVENT time: 239.379440, type: 1, fromlayer5 entity: 0

Packet saved at index 8:

Saved: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

Sent from A: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

EVENT time: 241.242447, type: 1, fromlayer5 entity: 1

Packet saved at index 14:

Saved: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

EVENT time: 242.240128, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 7, isACK = 1, checksum = fff7,

Now base is at 8

seq\_exxpect\_send\_B is 15

still packets inflight, restart timer

EVENT time: 244.809326, type: 2, fromlayer3 entity: 1

Received at B: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

Accpeted at B: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

Next B as receiver is expecting packet 9

Ack sent from B: seq = 0, ack = 8, isACK = 1, checksum = fff6,

EVENT time: 245.212219, type: 2, fromlayer3 entity: 0

Received at A: seq = 7, ack = 0, isACK = 0, checksum = afa8, nnnnnnnnnnnnnnnnnnnn

Packet already received, igonre.

EVENT time: 246.375229, type: 2, fromlayer3 entity: 0

Received at A: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

Accpeted at A: seq = 8, ack = 0, isACK = 0, checksum = a59d, oooooooooooooooooooo

Next A as receiver is expecting packet 9

Ack sent from A: seq = 0, ack = 8, isACK = 1, checksum = fff6,

EVENT time: 252.137405, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Nak sent from A: seq = 999999, ack = -1, isACK = 1, checksum = bdb1,

TOLAYER3: packet being corrupted

EVENT time: 256.026672, type: 0, timerinterrupt entity: 0

Sent from A: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

timer started

Sent from A: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

TOLAYER3: packet being corrupted

Sent from A: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

EVENT time: 256.370361, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 8, isACK = 1, checksum = fff6,

Now base is at 9

seq\_exxpect\_send\_B is 15

still packets inflight, restart timer

EVENT time: 258.876801, type: 1, fromlayer5 entity: 0

Packet saved at index 9:

Saved: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

Sent from A: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

EVENT time: 261.658600, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = -1, isACK = 1, checksum = bdb1,

Nack Received, Resent the window from B: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

timer started

Nack Received, Resent the window from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Nack Received, Resent the window from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Nack Received, Resent the window from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

EVENT time: 262.052704, type: 2, fromlayer3 entity: 0

Received at A: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Resend last Aak sent from A: seq = 0, ack = 8, isACK = 1, checksum = fff6,

EVENT time: 263.295868, type: 1, fromlayer5 entity: 1

Packet saved at index 15:

Saved: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being lost

EVENT time: 264.033417, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Resend last Aak sent from A: seq = 0, ack = 8, isACK = 1, checksum = fff6,

EVENT time: 268.979889, type: 2, fromlayer3 entity: 1

Received at B: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

Packet already received. Ignore.

EVENT time: 269.708252, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, Zvvvvvvvvvvvvvvvvvvv

Checksum error at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, Zvvvvvvvvvvvvvvvvvvv

Nak sent from A: seq = 13, ack = -1, isACK = 1, checksum = ec98, hD???

TOLAYER3: packet being lost

EVENT time: 275.965637, type: 2, fromlayer3 entity: 1

Received at B: seq = 7, ack = 0, isACK = 0, checksum = 7d76, Zsssssssssssssssssss

Checksum error at B: seq = 7, ack = 0, isACK = 0, checksum = 7d76, Zsssssssssssssssssss

Nak sent from B: seq = 7, ack = -1, isACK = 1, checksum = ec9e, hD???

EVENT time: 278.570007, type: 1, fromlayer5 entity: 1

Packet saved at index 16:

Saved: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

EVENT time: 278.735718, type: 2, fromlayer3 entity: 0

Received at A: seq = 5, ack = -1, isACK = 1, checksum = fffa,

Nack Received, Resend the window from A: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

timer started

Nack Received, Resend the window from A: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

Nack Received, Resend the window from A: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

Nack Received, Resend the window from A: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

EVENT time: 280.225006, type: 2, fromlayer3 entity: 1

Received at B: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

Packet already received. Ignore.

EVENT time: 281.597626, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 6, isACK = 1, checksum = fff8,

Corrupted Ack, ignore.

EVENT time: 283.345337, type: 1, fromlayer5 entity: 1

Packet saved at index 17:

Saved: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

window full.

EVENT time: 284.117065, type: 2, fromlayer3 entity: 1

Received at B: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

Accpeted at B: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

Next B as receiver is expecting packet 10

Ack sent from B: seq = 0, ack = 9, isACK = 1, checksum = fff5,

EVENT time: 285.658600, type: 0, timerinterrupt entity: 1

Sent from B: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

timer started

Sent from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

Sent from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Sent from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

Sent from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being corrupted

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

EVENT time: 287.253357, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Resend last Aak sent from A: seq = 0, ack = 8, isACK = 1, checksum = fff6,

EVENT time: 290.059998, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 8, isACK = 1, checksum = fff6,

Now base is at 9

seq\_exxpect\_send\_B is 17

still packets inflight, restart timer

EVENT time: 293.223053, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 8, isACK = 1, checksum = fff6,

Now base is at 9

Seq\_expect\_send\_A is 10

still packets inflight, restart timer

EVENT time: 295.898254, type: 1, fromlayer5 entity: 1

Packet saved at index 18:

Saved: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

window full.

EVENT time: 297.096710, type: 2, fromlayer3 entity: 0

Received at A: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Accpeted at A: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Next A as receiver is expecting packet 10

Ack sent from A: seq = 0, ack = 9, isACK = 1, checksum = fff5,

EVENT time: 298.517365, type: 1, fromlayer5 entity: 1

Packet saved at index 19:

Saved: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

window full.

EVENT time: 300.029663, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 8, isACK = 1, checksum = fff6,

Now base is at 9

seq\_exxpect\_send\_B is 17

still packets inflight, restart timer

EVENT time: 301.661774, type: 2, fromlayer3 entity: 1

Received at B: seq = 6, ack = 0, isACK = 0, checksum = 8781, rrrrrrrrrrrrrrrrrrrr

Packet already received. Ignore.

EVENT time: 303.158020, type: 2, fromlayer3 entity: 0

Received at A: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Accpeted at A: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Next A as receiver is expecting packet 11

Ack sent from A: seq = 0, ack = 10, isACK = 1, checksum = fff4,

TOLAYER3: packet being lost

EVENT time: 307.232147, type: 1, fromlayer5 entity: 0

Packet saved at index 10:

Saved: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

Sent from A: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

EVENT time: 311.362549, type: 2, fromlayer3 entity: 1

Received at B: seq = 7, ack = 0, isACK = 0, checksum = 7d76, ssssssssssssssssssss

Packet already received. Ignore.

EVENT time: 311.883026, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, Zttttttttttttttttttt

Checksum error at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, Zttttttttttttttttttt

Nak sent from A: seq = 11, ack = -1, isACK = 1, checksum = 1c61, ??D?

EVENT time: 317.223053, type: 0, timerinterrupt entity: 0

Sent from A: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

timer started

Sent from A: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

EVENT time: 317.767456, type: 2, fromlayer3 entity: 1

Received at B: seq = 8, ack = 0, isACK = 0, checksum = 554d, wwwwwwwwwwwwwwwwwwww

Packet already received. Ignore.

EVENT time: 319.083466, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Resend last Aak sent from A: seq = 0, ack = 10, isACK = 1, checksum = fff4,

EVENT time: 322.070038, type: 2, fromlayer3 entity: 1

Received at B: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

Packet already received. Ignore.

EVENT time: 323.677887, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Resend last Aak sent from A: seq = 0, ack = 10, isACK = 1, checksum = fff4,

EVENT time: 324.029663, type: 0, timerinterrupt entity: 1

Sent from B: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

timer started

Sent from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Sent from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Sent from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Sent from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

TOLAYER3: packet being lost

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being lost

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

EVENT time: 324.944214, type: 1, fromlayer5 entity: 0

Packet saved at index 11:

Saved: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Sent from A: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

TOLAYER3: packet being lost

EVENT time: 326.955414, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 8, isACK = 1, checksum = fff6,

Now base is at 9

seq\_exxpect\_send\_B is 17

still packets inflight, restart timer

EVENT time: 329.897095, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Resend last Aak sent from A: seq = 0, ack = 10, isACK = 1, checksum = fff4,

EVENT time: 333.878326, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 9, isACK = 1, checksum = fff5,

Now base is at 10

seq\_exxpect\_send\_B is 17

still packets inflight, restart timer

Sent from buffer: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

EVENT time: 335.488159, type: 2, fromlayer3 entity: 1

Received at B: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

Accpeted at B: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

Next B as receiver is expecting packet 11

Ack sent from B: seq = 0, ack = 10, isACK = 1, checksum = fff4,

EVENT time: 339.636627, type: 2, fromlayer3 entity: 0

Received at A: seq = 7, ack = -1, isACK = 1, checksum = ec9e, hD???

Corrupted Ack, ignore.

EVENT time: 340.753601, type: 1, fromlayer5 entity: 0

Packet saved at index 12:

Saved: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Sent from A: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

TOLAYER3: packet being lost

EVENT time: 341.223053, type: 0, timerinterrupt entity: 0

Sent from A: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

TOLAYER3: packet being lost

timer started

Sent from A: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

TOLAYER3: packet being corrupted

Sent from A: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Sent from A: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

EVENT time: 343.022858, type: 2, fromlayer3 entity: 1

Received at B: seq = 11, ack = -1, isACK = 1, checksum = 1c61, ??D?

Nack Received, Resent the window from B: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being lost

timer started

Nack Received, Resent the window from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

EVENT time: 347.117188, type: 2, fromlayer3 entity: 1

Received at B: seq = 9, ack = 0, isACK = 0, checksum = 4138, yyyyyyyyyyyyyyyyyyyy

Packet already received. Ignore.

EVENT time: 348.244202, type: 1, fromlayer5 entity: 1

Packet saved at index 20:

Saved: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

window full.

EVENT time: 349.297821, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Resend last Aak sent from A: seq = 0, ack = 10, isACK = 1, checksum = fff4,

EVENT time: 352.576202, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 9, isACK = 1, checksum = fff5,

Now base is at 10

Seq\_expect\_send\_A is 13

still packets inflight, restart timer

EVENT time: 353.524475, type: 2, fromlayer3 entity: 1

Received at B: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

Packet already received. Ignore.

EVENT time: 358.358795, type: 1, fromlayer5 entity: 1

Packet saved at index 21:

Saved: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

window full.

EVENT time: 360.045166, type: 2, fromlayer3 entity: 0

Received at A: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Packet already received, igonre.

EVENT time: 360.107300, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 10, isACK = 1, checksum = fff4,

Now base is at 11

seq\_exxpect\_send\_B is 18

still packets inflight, restart timer

Sent from buffer: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

EVENT time: 363.772308, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 10, isACK = 1, checksum = fff4,

Now base is at 11

seq\_exxpect\_send\_B is 19

still packets inflight, restart timer

EVENT time: 368.168854, type: 2, fromlayer3 entity: 0

Received at A: seq = 10, ack = 999999, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Checksum error at A: seq = 10, ack = 999999, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Nak sent from A: seq = 10, ack = -1, isACK = 1, checksum = fff5,

EVENT time: 371.933441, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Accpeted at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Next A as receiver is expecting packet 12

Ack sent from A: seq = 0, ack = 11, isACK = 1, checksum = fff3,

TOLAYER3: packet being corrupted

EVENT time: 372.157501, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 10, isACK = 1, checksum = fff4,

Now base is at 11

seq\_exxpect\_send\_B is 19

still packets inflight, restart timer

EVENT time: 372.941315, type: 1, fromlayer5 entity: 0

Packet saved at index 13:

Saved: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

EVENT time: 376.576202, type: 0, timerinterrupt entity: 0

Sent from A: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

TOLAYER3: packet being lost

timer started

Sent from A: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Sent from A: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

EVENT time: 377.428619, type: 2, fromlayer3 entity: 1

Received at B: seq = 10, ack = 0, isACK = 0, checksum = a00, Zeeeeeeeeeeeeeeeeeee

Checksum error at B: seq = 10, ack = 0, isACK = 0, checksum = a00, Zeeeeeeeeeeeeeeeeeee

Nak sent from B: seq = 10, ack = -1, isACK = 1, checksum = 906e, ?{??D?

TOLAYER3: packet being lost

EVENT time: 381.622437, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Resend last Aak sent from A: seq = 0, ack = 11, isACK = 1, checksum = fff3,

TOLAYER3: packet being corrupted

EVENT time: 383.120941, type: 2, fromlayer3 entity: 1

Received at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Accpeted at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Next B as receiver is expecting packet 12

Ack sent from B: seq = 0, ack = 11, isACK = 1, checksum = fff3,

EVENT time: 385.381287, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Resend last Aak sent from A: seq = 0, ack = 11, isACK = 1, checksum = fff3,

EVENT time: 386.651733, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Nak sent from A: seq = 999999, ack = -1, isACK = 1, checksum = 4e2a, ?{??D?

EVENT time: 388.573273, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Accpeted at B: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Next B as receiver is expecting packet 13

Ack sent from B: seq = 0, ack = 12, isACK = 1, checksum = fff2,

EVENT time: 388.619507, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Resend last Aak sent from A: seq = 0, ack = 11, isACK = 1, checksum = fff3,

EVENT time: 390.136475, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 10, isACK = 1, checksum = fff4,

Now base is at 11

seq\_exxpect\_send\_B is 19

still packets inflight, restart timer

EVENT time: 390.914673, type: 1, fromlayer5 entity: 1

Packet saved at index 22:

Saved: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

window full.

EVENT time: 392.365051, type: 1, fromlayer5 entity: 1

Packet saved at index 23:

Saved: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

window full.

EVENT time: 396.124969, type: 2, fromlayer3 entity: 0

Received at A: seq = 9, ack = 0, isACK = 0, checksum = 9b92, pppppppppppppppppppp

Packet already received, igonre.

EVENT time: 396.912811, type: 2, fromlayer3 entity: 1

Received at B: seq = 10, ack = -1, isACK = 1, checksum = fff5,

Nack Received, Resent the window from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

timer started

Nack Received, Resent the window from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Nack Received, Resent the window from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

EVENT time: 400.576202, type: 0, timerinterrupt entity: 0

Sent from A: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

timer started

Sent from A: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Sent from A: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

TOLAYER3: packet being lost

EVENT time: 400.978729, type: 2, fromlayer3 entity: 0

Received at A: seq = 10, ack = 0, isACK = 0, checksum = 9187, qqqqqqqqqqqqqqqqqqqq

Packet already received, igonre.

EVENT time: 401.605682, type: 1, fromlayer5 entity: 0

Packet saved at index 14:

Saved: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

EVENT time: 401.941406, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 11, isACK = 1, checksum = fff3, Z

Corrupted Ack, ignore.

EVENT time: 405.329193, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Packet already received, igonre.

EVENT time: 409.225372, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Accpeted at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Next A as receiver is expecting packet 13

Ack sent from A: seq = 0, ack = 12, isACK = 1, checksum = fff2,

TOLAYER3: packet being lost

EVENT time: 410.213165, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Accpeted at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Next B as receiver is expecting packet 14

Ack sent from B: seq = 0, ack = 13, isACK = 1, checksum = fff1,

TOLAYER3: packet being lost

EVENT time: 411.674103, type: 1, fromlayer5 entity: 1

Packet saved at index 24:

Saved: seq = 24, ack = 0, isACK = 0, checksum = af97, nnnnnnnnnnnnnnnnnnnn

window full.

EVENT time: 415.787537, type: 2, fromlayer3 entity: 1

Received at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Packet already received. Ignore.

EVENT time: 419.154877, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Accpeted at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Next A as receiver is expecting packet 14

Ack sent from A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

EVENT time: 420.305145, type: 1, fromlayer5 entity: 0

Packet saved at index 15:

Saved: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

EVENT time: 420.682678, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Resend last Aak sent from A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

TOLAYER3: packet being lost

EVENT time: 420.912811, type: 0, timerinterrupt entity: 1

Sent from B: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

timer started

Sent from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

Sent from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

TOLAYER3: packet being lost

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

TOLAYER3: packet being corrupted

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being lost

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being corrupted

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

EVENT time: 422.351257, type: 1, fromlayer5 entity: 0

Packet saved at index 16:

Saved: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

EVENT time: 423.157043, type: 1, fromlayer5 entity: 0

Packet saved at index 17:

Saved: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

EVENT time: 424.572845, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Packet already received. Ignore.

EVENT time: 424.576202, type: 0, timerinterrupt entity: 0

Sent from A: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

timer started

Sent from A: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Sent from A: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being lost

EVENT time: 426.551270, type: 1, fromlayer5 entity: 0

Packet saved at index 18:

Saved: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

window full.

EVENT time: 426.822479, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 427.031799, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Resend last Aak sent from A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

TOLAYER3: packet being lost

EVENT time: 432.363007, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 10, isACK = 1, checksum = fff4,

Now base is at 11

Seq\_expect\_send\_A is 18

still packets inflight, restart timer

Sent from buffer: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

EVENT time: 432.986786, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 999999, isACK = 1, checksum = fff3,

Corrupted Ack, ignore.

EVENT time: 434.223328, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 11, isACK = 1, checksum = fff3,

Now base is at 12

seq\_exxpect\_send\_B is 19

still packets inflight, restart timer

Sent from buffer: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

EVENT time: 438.422546, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = -1, isACK = 1, checksum = 4e2a, ?{??D?

Nack Received, Resent the window from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

timer started

Nack Received, Resent the window from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Nack Received, Resent the window from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

EVENT time: 440.514832, type: 1, fromlayer5 entity: 0

Packet saved at index 19:

Saved: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

window full.

EVENT time: 440.612030, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, Zttttttttttttttttttt

Checksum error at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, Zttttttttttttttttttt

Nak sent from A: seq = 11, ack = -1, isACK = 1, checksum = 1261,

??D?

TOLAYER3: packet being corrupted

EVENT time: 444.046448, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Nak sent from A: seq = 999999, ack = -1, isACK = 1, checksum = d01d,

??D?

EVENT time: 445.018829, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 11, isACK = 1, checksum = fff3,

Now base is at 12

seq\_exxpect\_send\_B is 20

still packets inflight, restart timer

EVENT time: 451.223358, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, Zxxxxxxxxxxxxxxxxxxx

Checksum error at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, Zxxxxxxxxxxxxxxxxxxx

Nak sent from A: seq = 14, ack = -1, isACK = 1, checksum = 125e,

??D?

TOLAYER3: packet being lost

EVENT time: 451.570221, type: 2, fromlayer3 entity: 1

Received at B: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

Packet already received. Ignore.

EVENT time: 455.511200, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Resend last Aak sent from A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

TOLAYER3: packet being lost

EVENT time: 456.363007, type: 0, timerinterrupt entity: 0

Sent from A: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

TOLAYER3: packet being corrupted

timer started

Sent from A: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

TOLAYER3: packet being lost

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being lost

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being corrupted

EVENT time: 456.976562, type: 2, fromlayer3 entity: 1

Received at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Packet already received. Ignore.

EVENT time: 457.551392, type: 1, fromlayer5 entity: 1

Packet saved at index 25:

Saved: seq = 25, ack = 0, isACK = 0, checksum = 735a, tttttttttttttttttttt

window full.

EVENT time: 461.163635, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, Zaaaaaaaaaaaaaaaaaaa

Checksum error at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, Zaaaaaaaaaaaaaaaaaaa

Nak sent from A: seq = 16, ack = -1, isACK = 1, checksum = ffef,

EVENT time: 461.432526, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Packet already received. Ignore.

EVENT time: 467.987793, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, Zmmmmmmmmmmmmmmmmmmm

Checksum error at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, Zmmmmmmmmmmmmmmmmmmm

Nak sent from B: seq = 14, ack = -1, isACK = 1, checksum = fff1,

TOLAYER3: packet being lost

EVENT time: 469.018829, type: 0, timerinterrupt entity: 1

Sent from B: seq = 12, ack = 0, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

timer started

Sent from B: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

EVENT time: 469.049225, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Resend last Aak sent from A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

TOLAYER3: packet being lost

EVENT time: 471.358521, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 13, isACK = 1, checksum = fff1,

Now base is at 14

seq\_exxpect\_send\_B is 20

still packets inflight, restart timer

Sent from buffer: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from buffer: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being lost

EVENT time: 472.447113, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 11, isACK = 1, checksum = fff3,

Now base is at 12

Seq\_expect\_send\_A is 19

still packets inflight, restart timer

Sent from buffer: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

EVENT time: 473.522919, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 12, isACK = 1, checksum = fff2,

Now base is at 13

Seq\_expect\_send\_A is 20

still packets inflight, restart timer

EVENT time: 474.724243, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Packet already received, igonre.

EVENT time: 474.759003, type: 1, fromlayer5 entity: 0

Packet saved at index 20:

Saved: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

EVENT time: 476.119995, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 999999, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Checksum error at A: seq = 12, ack = 999999, isACK = 0, checksum = 695d, uuuuuuuuuuuuuuuuuuuu

Nak sent from A: seq = 12, ack = -1, isACK = 1, checksum = edf3,

EVENT time: 479.434174, type: 2, fromlayer3 entity: 1

Received at B: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Resend last Ack sent from B: seq = 0, ack = 13, isACK = 1, checksum = fff1,

TOLAYER3: packet being corrupted

EVENT time: 480.825012, type: 1, fromlayer5 entity: 1

Packet saved at index 26:

Saved: seq = 26, ack = 0, isACK = 0, checksum = 5f45, vvvvvvvvvvvvvvvvvvvv

window full.

EVENT time: 482.676849, type: 1, fromlayer5 entity: 0

Packet saved at index 21:

Saved: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

window full.

EVENT time: 484.277100, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Resend last Ack sent from B: seq = 0, ack = 13, isACK = 1, checksum = fff1,

EVENT time: 484.865265, type: 1, fromlayer5 entity: 0

Packet saved at index 22:

Saved: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

window full.

EVENT time: 485.272491, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Packet already received, igonre.

EVENT time: 490.332886, type: 1, fromlayer5 entity: 1

Packet saved at index 27:

Saved: seq = 27, ack = 0, isACK = 0, checksum = 4126, yyyyyyyyyyyyyyyyyyyy

window full.

EVENT time: 492.249451, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Resend last Ack sent from B: seq = 0, ack = 13, isACK = 1, checksum = fff1,

EVENT time: 494.700409, type: 2, fromlayer3 entity: 1

Received at B: seq = 10, ack = 0, isACK = 0, checksum = a00, eeeeeeeeeeeeeeeeeeee

Packet already received. Ignore.

EVENT time: 495.223602, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Accpeted at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Next A as receiver is expecting packet 15

Ack sent from A: seq = 0, ack = 14, isACK = 1, checksum = fff0,

EVENT time: 495.358521, type: 0, timerinterrupt entity: 1

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being corrupted

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 497.522919, type: 0, timerinterrupt entity: 0

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

timer started

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being lost

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

EVENT time: 500.202576, type: 1, fromlayer5 entity: 1

Packet saved at index 28:

Saved: seq = 28, ack = 0, isACK = 0, checksum = 371b, zzzzzzzzzzzzzzzzzzzz

window full.

EVENT time: 500.578674, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Accpeted at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Next A as receiver is expecting packet 16

Ack sent from A: seq = 0, ack = 15, isACK = 1, checksum = ffef,

EVENT time: 501.233337, type: 2, fromlayer3 entity: 1

Received at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, ffffffffffffffffffff

Packet already received. Ignore.

EVENT time: 507.370575, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, Zbbbbbbbbbbbbbbbbbbb

Checksum error at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, Zbbbbbbbbbbbbbbbbbbb

Nak sent from A: seq = 17, ack = -1, isACK = 1, checksum = ffee,

EVENT time: 508.870270, type: 1, fromlayer5 entity: 1

Packet saved at index 29:

Saved: seq = 29, ack = 0, isACK = 0, checksum = 3215, aaaaaaaaaaaaaaaaaaaa

window full.

EVENT time: 510.672852, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Packet already received. Ignore.

EVENT time: 511.117523, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Resend last Aak sent from A: seq = 0, ack = 15, isACK = 1, checksum = ffef,

TOLAYER3: packet being lost

EVENT time: 517.851196, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 7368, tttttttttttttttttttt

Packet already received, igonre.

EVENT time: 519.228943, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 519.358521, type: 0, timerinterrupt entity: 1

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 521.522949, type: 0, timerinterrupt entity: 0

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

timer started

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being corrupted

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

EVENT time: 522.638184, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, Zuuuuuuuuuuuuuuuuuuu

Checksum error at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, Zuuuuuuuuuuuuuuuuuuu

Nak sent from A: seq = 12, ack = -1, isACK = 1, checksum = c60, ??D?

TOLAYER3: packet being corrupted

EVENT time: 524.011292, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Accpeted at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Next B as receiver is expecting packet 15

Ack sent from B: seq = 0, ack = 14, isACK = 1, checksum = fff0,

TOLAYER3: packet being lost

EVENT time: 524.651978, type: 1, fromlayer5 entity: 0

Packet saved at index 23:

Saved: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

window full.

EVENT time: 526.790894, type: 2, fromlayer3 entity: 1

Received at B: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Accpeted at B: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Next B as receiver is expecting packet 16

Ack sent from B: seq = 0, ack = 15, isACK = 1, checksum = ffef,

TOLAYER3: packet being lost

EVENT time: 531.099243, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, Zxxxxxxxxxxxxxxxxxxx

Checksum error at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, Zxxxxxxxxxxxxxxxxxxx

Nak sent from A: seq = 14, ack = -1, isACK = 1, checksum = 125e,

??D?

TOLAYER3: packet being corrupted

EVENT time: 533.072205, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Accpeted at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Next B as receiver is expecting packet 17

Ack sent from B: seq = 0, ack = 16, isACK = 1, checksum = ffee,

TOLAYER3: packet being lost

EVENT time: 533.106567, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, Zaaaaaaaaaaaaaaaaaaa

Checksum error at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, Zaaaaaaaaaaaaaaaaaaa

Nak sent from A: seq = 16, ack = -1, isACK = 1, checksum = 125c,

??D?

TOLAYER3: packet being lost

EVENT time: 534.772583, type: 2, fromlayer3 entity: 1

Received at B: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Resend last Ack sent from B: seq = 0, ack = 16, isACK = 1, checksum = ffee,

EVENT time: 536.171509, type: 1, fromlayer5 entity: 0

Packet saved at index 24:

Saved: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

window full.

EVENT time: 536.993896, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Resend last Aak sent from A: seq = 0, ack = 15, isACK = 1, checksum = ffef,

EVENT time: 539.462708, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = -1, isACK = 1, checksum = 1261,

??D?

Corrupted Ack, ignore.

EVENT time: 543.358521, type: 0, timerinterrupt entity: 1

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being corrupted

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 543.837769, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = -1, isACK = 1, checksum = d01d,

??D?

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Nack Received, Resent the window from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Nack Received, Resent the window from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 545.522949, type: 0, timerinterrupt entity: 0

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

TOLAYER3: packet being lost

timer started

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

TOLAYER3: packet being corrupted

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

TOLAYER3: packet being lost

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being lost

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being lost

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

EVENT time: 546.345886, type: 1, fromlayer5 entity: 0

Packet saved at index 25:

Saved: seq = 25, ack = 0, isACK = 0, checksum = 13fb, dddddddddddddddddddd

window full.

EVENT time: 546.885803, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, Zuuuuuuuuuuuuuuuuuuu

Checksum error at A: seq = 12, ack = 0, isACK = 0, checksum = 695d, Zuuuuuuuuuuuuuuuuuuu

Nak sent from A: seq = 12, ack = -1, isACK = 1, checksum = 1260,

??D?

TOLAYER3: packet being corrupted

EVENT time: 548.603577, type: 1, fromlayer5 entity: 0

Packet saved at index 26:

Saved: seq = 26, ack = 0, isACK = 0, checksum = 9f0, eeeeeeeeeeeeeeeeeeee

window full.

EVENT time: 551.785767, type: 2, fromlayer3 entity: 1

Received at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, Zfffffffffffffffffff

Checksum error at B: seq = 11, ack = 0, isACK = 0, checksum = fff4, Zfffffffffffffffffff

Nak sent from B: seq = 11, ack = -1, isACK = 1, checksum = 1261,

??D?

TOLAYER3: packet being corrupted

EVENT time: 552.111328, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Packet already received, igonre.

EVENT time: 552.986450, type: 1, fromlayer5 entity: 0

Packet saved at index 27:

Saved: seq = 27, ack = 0, isACK = 0, checksum = ffe4, ffffffffffffffffffff

window full.

EVENT time: 553.548889, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, Zbbbbbbbbbbbbbbbbbbb

Checksum error at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, Zbbbbbbbbbbbbbbbbbbb

Nak sent from A: seq = 17, ack = -1, isACK = 1, checksum = 125b,

??D?

EVENT time: 558.070679, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = 0, isACK = 0, checksum = f5e9, gggggggggggggggggggg

Packet already received. Ignore.

EVENT time: 562.334167, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 562.488525, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Resend last Aak sent from A: seq = 0, ack = 15, isACK = 1, checksum = ffef,

EVENT time: 563.464478, type: 1, fromlayer5 entity: 0

Packet saved at index 28:

Saved: seq = 28, ack = 0, isACK = 0, checksum = f5d9, gggggggggggggggggggg

window full.

EVENT time: 566.184143, type: 2, fromlayer3 entity: 0

Received at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Resend last Aak sent from A: seq = 0, ack = 15, isACK = 1, checksum = ffef,

TOLAYER3: packet being lost

EVENT time: 567.837769, type: 0, timerinterrupt entity: 1

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

TOLAYER3: packet being lost

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being lost

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 569.522949, type: 0, timerinterrupt entity: 0

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

timer started

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

TOLAYER3: packet being lost

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being corrupted

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

EVENT time: 569.561401, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 999999, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Checksum error at B: seq = 14, ack = 999999, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Nak sent from B: seq = 14, ack = -1, isACK = 1, checksum = 906a, ?{??D?

TOLAYER3: packet being corrupted

EVENT time: 569.977173, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = 5f52, vvvvvvvvvvvvvvvvvvvv

Packet already received, igonre.

EVENT time: 573.269592, type: 1, fromlayer5 entity: 1

Packet saved at index 30:

Saved: seq = 30, ack = 0, isACK = 0, checksum = ebcd, hhhhhhhhhhhhhhhhhhhh

window full.

EVENT time: 575.189514, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Packet already received, igonre.

EVENT time: 576.632629, type: 1, fromlayer5 entity: 0

Packet saved at index 29:

Saved: seq = 29, ack = 0, isACK = 0, checksum = e1c4, iiiiiiiiiiiiiiiiiiii

window full.

EVENT time: 577.948425, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Packet already received. Ignore.

EVENT time: 583.971069, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Packet already received, igonre.

EVENT time: 585.408203, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Accpeted at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Next A as receiver is expecting packet 17

Ack sent from A: seq = 0, ack = 16, isACK = 1, checksum = ffee,

TOLAYER3: packet being lost

EVENT time: 586.555603, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Checksum error at B: seq = 999999, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Nak sent from B: seq = 999999, ack = -1, isACK = 1, checksum = d01d,

??D?

TOLAYER3: packet being lost

EVENT time: 588.217957, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Accpeted at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Next A as receiver is expecting packet 18

Ack sent from A: seq = 0, ack = 17, isACK = 1, checksum = ffed,

TOLAYER3: packet being corrupted

EVENT time: 589.868652, type: 1, fromlayer5 entity: 1

Packet saved at index 31:

Saved: seq = 31, ack = 0, isACK = 0, checksum = d7b8, jjjjjjjjjjjjjjjjjjjj

window full.

EVENT time: 590.919250, type: 1, fromlayer5 entity: 1

Packet saved at index 32:

Saved: seq = 32, ack = 0, isACK = 0, checksum = cdad, kkkkkkkkkkkkkkkkkkkk

window full.

EVENT time: 591.837769, type: 0, timerinterrupt entity: 1

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being lost

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

TOLAYER3: packet being corrupted

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being corrupted

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being lost

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 593.522949, type: 0, timerinterrupt entity: 0

Sent from A: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

timer started

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being lost

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

EVENT time: 593.626404, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = -1, isACK = 1, checksum = ffef,

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

TOLAYER3: packet being corrupted

timer started

Nack Received, Resent the window from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Nack Received, Resent the window from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Nack Received, Resent the window from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 596.011414, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Accpeted at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Next A as receiver is expecting packet 19

Ack sent from A: seq = 0, ack = 18, isACK = 1, checksum = ffec,

TOLAYER3: packet being lost

EVENT time: 598.487976, type: 2, fromlayer3 entity: 1

Received at B: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Resend last Ack sent from B: seq = 0, ack = 16, isACK = 1, checksum = ffee,

EVENT time: 600.291809, type: 2, fromlayer3 entity: 0

Received at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Accpeted at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Next A as receiver is expecting packet 20

Ack sent from A: seq = 0, ack = 19, isACK = 1, checksum = ffeb,

EVENT time: 601.112305, type: 1, fromlayer5 entity: 1

Packet saved at index 33:

Saved: seq = 33, ack = 0, isACK = 0, checksum = c3a2, llllllllllllllllllll

window full.

EVENT time: 602.918396, type: 2, fromlayer3 entity: 0

Received at A: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Accpeted at A: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Next A as receiver is expecting packet 21

Ack sent from A: seq = 0, ack = 20, isACK = 1, checksum = ffea,

EVENT time: 605.079407, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = -1, isACK = 1, checksum = edf3,

Nack Received, Resent the window from B: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

timer started

Nack Received, Resent the window from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

EVENT time: 605.455872, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 999999, isACK = 1, checksum = fff1,

Corrupted Ack, ignore.

EVENT time: 608.892639, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 14, isACK = 1, checksum = fff0,

Now base is at 15

seq\_exxpect\_send\_B is 22

still packets inflight, restart timer

Sent from buffer: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

EVENT time: 612.203125, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

Now base is at 14

Seq\_expect\_send\_A is 21

still packets inflight, restart timer

Sent from buffer: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

EVENT time: 612.755615, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 617.682617, type: 1, fromlayer5 entity: 1

Packet saved at index 34:

Saved: seq = 34, ack = 0, isACK = 0, checksum = b997, mmmmmmmmmmmmmmmmmmmm

window full.

EVENT time: 620.982971, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 13, isACK = 1, checksum = fff1,

Now base is at 14

Seq\_expect\_send\_A is 22

still packets inflight, restart timer

EVENT time: 621.203796, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, Zmmmmmmmmmmmmmmmmmmm

Checksum error at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, Zmmmmmmmmmmmmmmmmmmm

Nak sent from B: seq = 14, ack = -1, isACK = 1, checksum = fff1,

EVENT time: 625.443237, type: 1, fromlayer5 entity: 1

Packet saved at index 35:

Saved: seq = 35, ack = 0, isACK = 0, checksum = af8c, nnnnnnnnnnnnnnnnnnnn

window full.

EVENT time: 627.073853, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Packet already received, igonre.

EVENT time: 630.197388, type: 2, fromlayer3 entity: 1

Received at B: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Packet already received. Ignore.

EVENT time: 632.892639, type: 0, timerinterrupt entity: 1

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

TOLAYER3: packet being lost

timer started

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being lost

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

EVENT time: 636.195435, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Packet already received, igonre.

EVENT time: 637.810364, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Packet already received. Ignore.

EVENT time: 641.244507, type: 1, fromlayer5 entity: 1

Packet saved at index 36:

Saved: seq = 36, ack = 0, isACK = 0, checksum = a581, oooooooooooooooooooo

window full.

EVENT time: 641.777161, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Accpeted at B: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Next B as receiver is expecting packet 18

Ack sent from B: seq = 0, ack = 17, isACK = 1, checksum = ffed,

EVENT time: 644.490967, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 999999, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Checksum error at A: seq = 16, ack = 0, isACK = 999999, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Nak sent from A: seq = 16, ack = -1, isACK = 1, checksum = ffef,

EVENT time: 644.982971, type: 0, timerinterrupt entity: 0

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

timer started

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being lost

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

EVENT time: 645.590759, type: 2, fromlayer3 entity: 1

Received at B: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Accpeted at B: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Next B as receiver is expecting packet 19

Ack sent from B: seq = 0, ack = 18, isACK = 1, checksum = ffec,

EVENT time: 648.909424, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Packet already received, igonre.

EVENT time: 649.132996, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 15, isACK = 1, checksum = ffef,

Now base is at 16

seq\_exxpect\_send\_B is 23

still packets inflight, restart timer

Sent from buffer: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 655.537354, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Packet already received, igonre.

EVENT time: 656.038818, type: 1, fromlayer5 entity: 0

Packet saved at index 30:

Saved: seq = 30, ack = 0, isACK = 0, checksum = 9b7d, pppppppppppppppppppp

window full.

EVENT time: 658.236755, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = -1, isACK = 1, checksum = ffee,

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

timer started

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Nack Received, Resent the window from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Nack Received, Resent the window from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Nack Received, Resent the window from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 660.213379, type: 1, fromlayer5 entity: 0

Packet saved at index 31:

Saved: seq = 31, ack = 0, isACK = 0, checksum = 9172, qqqqqqqqqqqqqqqqqqqq

window full.

EVENT time: 660.408875, type: 2, fromlayer3 entity: 0

Received at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Packet already received, igonre.

EVENT time: 660.740601, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 662.975342, type: 1, fromlayer5 entity: 0

Packet saved at index 32:

Saved: seq = 32, ack = 0, isACK = 0, checksum = 8767, rrrrrrrrrrrrrrrrrrrr

window full.

EVENT time: 668.982971, type: 0, timerinterrupt entity: 0

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

timer started

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

TOLAYER3: packet being corrupted

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

TOLAYER3: packet being lost

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being corrupted

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

TOLAYER3: packet being lost

EVENT time: 670.140747, type: 2, fromlayer3 entity: 0

Received at A: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Packet already received, igonre.

EVENT time: 670.522461, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Packet already received. Ignore.

EVENT time: 674.846680, type: 2, fromlayer3 entity: 0

Received at A: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Accpeted at A: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Next A as receiver is expecting packet 22

Ack sent from A: seq = 0, ack = 21, isACK = 1, checksum = ffe9,

EVENT time: 674.890503, type: 1, fromlayer5 entity: 1

Packet saved at index 37:

Saved: seq = 37, ack = 0, isACK = 0, checksum = 7d58, ssssssssssssssssssss

window full.

EVENT time: 678.567688, type: 2, fromlayer3 entity: 1

Received at B: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Packet already received. Ignore.

EVENT time: 682.236755, type: 0, timerinterrupt entity: 1

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

timer started

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being lost

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

Sent from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 682.948608, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Packet already received, igonre.

EVENT time: 685.922424, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Packet already received, igonre.

EVENT time: 686.482788, type: 1, fromlayer5 entity: 1

Packet saved at index 38:

Saved: seq = 38, ack = 0, isACK = 0, checksum = 734d, tttttttttttttttttttt

window full.

EVENT time: 688.516052, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Packet already received. Ignore.

EVENT time: 691.599121, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = 999999, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Checksum error at B: seq = 17, ack = 999999, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Nak sent from B: seq = 17, ack = -1, isACK = 1, checksum = ffee,

EVENT time: 692.982971, type: 0, timerinterrupt entity: 0

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

timer started

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

TOLAYER3: packet being corrupted

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being lost

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

TOLAYER3: packet being lost

EVENT time: 693.133362, type: 2, fromlayer3 entity: 1

Received at B: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Packet already received. Ignore.

EVENT time: 694.967712, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Checksum error at B: seq = 999999, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Nak sent from B: seq = 999999, ack = -1, isACK = 1, checksum = ca1d, ??D?

EVENT time: 695.094788, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Packet already received, igonre.

EVENT time: 701.119019, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Packet already received, igonre.

EVENT time: 701.980225, type: 1, fromlayer5 entity: 0

Packet saved at index 33:

Saved: seq = 33, ack = 0, isACK = 0, checksum = 6948, uuuuuuuuuuuuuuuuuuuu

window full.

EVENT time: 703.089294, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = 999999, isACK = 1, checksum = c60, ??D?

Corrupted Ack, ignore.

EVENT time: 704.187805, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Packet already received, igonre.

EVENT time: 706.236755, type: 0, timerinterrupt entity: 1

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

timer started

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

TOLAYER3: packet being lost

Sent from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 706.623901, type: 2, fromlayer3 entity: 0

Received at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Packet already received, igonre.

EVENT time: 708.048279, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = -1, isACK = 999999, checksum = 125e,

??D?

Checksum error at B: seq = 14, ack = -1, isACK = 999999, checksum = 125e,

??D?

Nak sent from B: seq = 14, ack = -1, isACK = 1, checksum = 906a, ?{??D?

TOLAYER3: packet being corrupted

EVENT time: 712.793335, type: 1, fromlayer5 entity: 1

Packet saved at index 39:

Saved: seq = 39, ack = 0, isACK = 0, checksum = 5f38, vvvvvvvvvvvvvvvvvvvv

window full.

EVENT time: 715.729492, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 15, isACK = 1, checksum = ffef,

Now base is at 16

seq\_exxpect\_send\_B is 24

still packets inflight, restart timer

EVENT time: 716.070862, type: 2, fromlayer3 entity: 0

Received at A: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Packet already received, igonre.

EVENT time: 716.982971, type: 0, timerinterrupt entity: 0

Sent from A: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

timer started

Sent from A: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Sent from A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being corrupted

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

TOLAYER3: packet being lost

EVENT time: 717.041321, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Packet already received. Ignore.

EVENT time: 717.590576, type: 2, fromlayer3 entity: 0

Received at A: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Packet already received, igonre.

EVENT time: 720.066650, type: 1, fromlayer5 entity: 0

Packet saved at index 34:

Saved: seq = 34, ack = 0, isACK = 0, checksum = 5533, wwwwwwwwwwwwwwwwwwww

window full.

EVENT time: 723.634766, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 16, isACK = 1, checksum = ffee,

Now base is at 17

Seq\_expect\_send\_A is 22

still packets inflight, restart timer

Sent from buffer: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

Sent from buffer: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

Sent from buffer: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

EVENT time: 725.245361, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Checksum error at B: seq = 999999, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Nak sent from B: seq = 999999, ack = -1, isACK = 1, checksum = d01d,

??D?

EVENT time: 731.244507, type: 2, fromlayer3 entity: 1

Received at B: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Packet already received. Ignore.

EVENT time: 732.480530, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Packet already received, igonre.

EVENT time: 732.848145, type: 1, fromlayer5 entity: 1

Packet saved at index 40:

Saved: seq = 40, ack = 0, isACK = 0, checksum = 4b23, xxxxxxxxxxxxxxxxxxxx

window full.

EVENT time: 739.729492, type: 0, timerinterrupt entity: 1

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

timer started

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

TOLAYER3: packet being lost

Sent from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 740.944153, type: 2, fromlayer3 entity: 1

Received at B: seq = 12, ack = -1, isACK = 1, checksum = 1260, Z

??D?

Corrupted Ack, ignore.

EVENT time: 741.282715, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, Zzzzzzzzzzzzzzzzzzzz

Checksum error at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, Zzzzzzzzzzzzzzzzzzzz

Nak sent from A: seq = 15, ack = -1, isACK = 1, checksum = 9069, ?{??D?

EVENT time: 744.162537, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Packet already received, igonre.

EVENT time: 744.261536, type: 1, fromlayer5 entity: 0

Packet saved at index 35:

Saved: seq = 35, ack = 0, isACK = 0, checksum = 411e, yyyyyyyyyyyyyyyyyyyy

window full.

EVENT time: 747.241699, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = -1, isACK = 1, checksum = 125b,

??D?

Nack Received, Resent the window from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

timer started

Nack Received, Resent the window from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Nack Received, Resent the window from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Nack Received, Resent the window from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Nack Received, Resent the window from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Nack Received, Resent the window from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

Nack Received, Resent the window from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 747.634766, type: 0, timerinterrupt entity: 0

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

timer started

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being corrupted

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being lost

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

Sent from A: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

Sent from A: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

Sent from A: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

EVENT time: 747.762329, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Packet already received, igonre.

EVENT time: 748.312073, type: 1, fromlayer5 entity: 1

Packet saved at index 41:

Saved: seq = 41, ack = 0, isACK = 0, checksum = 370e, zzzzzzzzzzzzzzzzzzzz

window full.

EVENT time: 753.357727, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 15, isACK = 1, checksum = ffef,

Now base is at 16

seq\_exxpect\_send\_B is 24

still packets inflight, restart timer

EVENT time: 754.806824, type: 2, fromlayer3 entity: 0

Received at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Packet already received, igonre.

EVENT time: 755.037048, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 757.223206, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, Zmmmmmmmmmmmmmmmmmmm

Checksum error at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, Zmmmmmmmmmmmmmmmmmmm

Nak sent from B: seq = 14, ack = -1, isACK = 1, checksum = fff1,

EVENT time: 762.212585, type: 1, fromlayer5 entity: 0

Packet saved at index 36:

Saved: seq = 36, ack = 0, isACK = 0, checksum = 320e, aaaaaaaaaaaaaaaaaaaa

window full.

EVENT time: 763.528442, type: 2, fromlayer3 entity: 0

Received at A: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Packet already received, igonre.

EVENT time: 765.809998, type: 1, fromlayer5 entity: 0

Packet saved at index 37:

Saved: seq = 37, ack = 0, isACK = 0, checksum = 2803, bbbbbbbbbbbbbbbbbbbb

window full.

EVENT time: 766.122131, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Packet already received. Ignore.

EVENT time: 768.534790, type: 2, fromlayer3 entity: 0

Received at A: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Packet already received, igonre.

EVENT time: 771.634766, type: 0, timerinterrupt entity: 0

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being lost

timer started

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being corrupted

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

Sent from A: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

Sent from A: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Sent from A: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

EVENT time: 773.667419, type: 1, fromlayer5 entity: 1

Packet saved at index 42:

Saved: seq = 42, ack = 0, isACK = 0, checksum = 1df4, cccccccccccccccccccc

window full.

EVENT time: 773.821350, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

Packet already received. Ignore.

EVENT time: 775.799744, type: 1, fromlayer5 entity: 1

Packet saved at index 43:

Saved: seq = 43, ack = 0, isACK = 0, checksum = 13e9, dddddddddddddddddddd

window full.

EVENT time: 777.013428, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Packet already received, igonre.

EVENT time: 777.357727, type: 0, timerinterrupt entity: 1

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

timer started

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

TOLAYER3: packet being lost

Sent from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

TOLAYER3: packet being corrupted

EVENT time: 777.685791, type: 2, fromlayer3 entity: 1

Received at B: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Packet already received. Ignore.

EVENT time: 781.213623, type: 2, fromlayer3 entity: 0

Received at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, Zccccccccccccccccccc

Checksum error at A: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, Zccccccccccccccccccc

Nak sent from A: seq = 18, ack = -1, isACK = 1, checksum = 9066, ?{??D?

EVENT time: 783.116455, type: 2, fromlayer3 entity: 1

Received at B: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, Zsssssssssssssssssss

Checksum error at B: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, Zsssssssssssssssssss

Nak sent from B: seq = 19, ack = -1, isACK = 1, checksum = 9065, ?{??D?

TOLAYER3: packet being corrupted

EVENT time: 788.849792, type: 2, fromlayer3 entity: 0

Received at A: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Packet already received, igonre.

EVENT time: 788.953369, type: 2, fromlayer3 entity: 1

Received at B: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Resend last Ack sent from B: seq = 0, ack = 18, isACK = 1, checksum = ffec,

TOLAYER3: packet being lost

EVENT time: 790.020935, type: 1, fromlayer5 entity: 1

Packet saved at index 44:

Saved: seq = 44, ack = 0, isACK = 0, checksum = 9de, eeeeeeeeeeeeeeeeeeee

window full.

EVENT time: 794.920105, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = 17, isACK = 1, checksum = ffed,

Corrupted Ack, ignore.

EVENT time: 795.634766, type: 0, timerinterrupt entity: 0

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

timer started

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being lost

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

TOLAYER3: packet being lost

Sent from A: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

Sent from A: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

Sent from A: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

EVENT time: 796.827393, type: 2, fromlayer3 entity: 0

Received at A: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Packet already received, igonre.

EVENT time: 799.541504, type: 2, fromlayer3 entity: 1

Received at B: seq = 13, ack = 0, isACK = 0, checksum = d7ca, jjjjjjjjjjjjjjjjjjjj

Packet already received. Ignore.

EVENT time: 801.357727, type: 0, timerinterrupt entity: 1

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

timer started

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

TOLAYER3: packet being corrupted

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

TOLAYER3: packet being corrupted

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

Sent from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

TOLAYER3: packet being lost

EVENT time: 802.801575, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = -1, isACK = 1, checksum = 1261, Z

??D?

Corrupted Ack, ignore.

EVENT time: 803.029846, type: 2, fromlayer3 entity: 1

Received at B: seq = 14, ack = 0, isACK = 0, checksum = b9ab, mmmmmmmmmmmmmmmmmmmm

Packet already received. Ignore.

EVENT time: 804.214783, type: 2, fromlayer3 entity: 1

Received at B: seq = 15, ack = 0, isACK = 0, checksum = a596, oooooooooooooooooooo

Packet already received. Ignore.

EVENT time: 805.711670, type: 1, fromlayer5 entity: 1

Packet saved at index 45:

Saved: seq = 45, ack = 0, isACK = 0, checksum = ffd2, ffffffffffffffffffff

window full.

EVENT time: 806.108887, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b, pppppppppppppppppppp

Packet already received. Ignore.

EVENT time: 810.524231, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = 4b3d, xxxxxxxxxxxxxxxxxxxx

Packet already received, igonre.

EVENT time: 811.807861, type: 2, fromlayer3 entity: 1

Received at B: seq = 17, ack = 0, isACK = 0, checksum = 9180, Zqqqqqqqqqqqqqqqqqqq

Checksum error at B: seq = 17, ack = 0, isACK = 0, checksum = 9180, Zqqqqqqqqqqqqqqqqqqq

Nak sent from B: seq = 17, ack = -1, isACK = 1, checksum = ffee,

TOLAYER3: packet being corrupted

EVENT time: 813.053406, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = 3728, zzzzzzzzzzzzzzzzzzzz

Packet already received, igonre.

EVENT time: 819.634766, type: 0, timerinterrupt entity: 0

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

timer started

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being lost

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

Sent from A: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

Sent from A: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

Sent from A: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

TOLAYER3: packet being corrupted

EVENT time: 819.742676, type: 1, fromlayer5 entity: 1

Packet saved at index 46:

Saved: seq = 46, ack = 0, isACK = 0, checksum = f5c7, gggggggggggggggggggg

window full.

EVENT time: 820.694946, type: 2, fromlayer3 entity: 1

Received at B: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Accpeted at B: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

Next B as receiver is expecting packet 20

Ack sent from B: seq = 0, ack = 19, isACK = 1, checksum = ffeb,

TOLAYER3: packet being lost

EVENT time: 822.829102, type: 2, fromlayer3 entity: 1

Received at B: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Accpeted at B: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

Next B as receiver is expecting packet 21

Ack sent from B: seq = 0, ack = 20, isACK = 1, checksum = ffea,

EVENT time: 822.896790, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

Packet already received, igonre.

EVENT time: 825.357727, type: 0, timerinterrupt entity: 1

Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 3222, aaaaaaaaaaaaaaaaaaaa

timer started

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 1e0c, cccccccccccccccccccc

TOLAYER3: packet being lost

Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

TOLAYER3: packet being lost

Sent from B: seq = 20, ack = 0, isACK = 0, checksum = ebd7, hhhhhhhhhhhhhhhhhhhh

TOLAYER3: packet being corrupted

Sent from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Sent from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

TOLAYER3: packet being corrupted

Sent from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

EVENT time: 828.435181, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 19, isACK = 1, checksum = ffeb,

Now base is at 20

seq\_exxpect\_send\_B is 24

still packets inflight, restart timer

Sent from buffer: seq = 24, ack = 0, isACK = 0, checksum = af97, nnnnnnnnnnnnnnnnnnnn

Sent from buffer: seq = 25, ack = 0, isACK = 0, checksum = 735a, tttttttttttttttttttt

TOLAYER3: packet being corrupted

Sent from buffer: seq = 26, ack = 0, isACK = 0, checksum = 5f45, vvvvvvvvvvvvvvvvvvvv

Sent from buffer: seq = 27, ack = 0, isACK = 0, checksum = 4126, yyyyyyyyyyyyyyyyyyyy

EVENT time: 828.876099, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 2817, bbbbbbbbbbbbbbbbbbbb

Packet already received, igonre.

EVENT time: 830.011658, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 20, isACK = 1, checksum = ffea,

Now base is at 21

seq\_exxpect\_send\_B is 28

still packets inflight, restart timer

Sent from buffer: seq = 28, ack = 0, isACK = 0, checksum = 371b, zzzzzzzzzzzzzzzzzzzz

EVENT time: 830.241577, type: 2, fromlayer3 entity: 0

Received at A: seq = 19, ack = 0, isACK = 0, checksum = 1401, dddddddddddddddddddd

Packet already received, igonre.

EVENT time: 831.073425, type: 1, fromlayer5 entity: 1

Packet saved at index 47:

Saved: seq = 47, ack = 0, isACK = 0, checksum = ebbc, hhhhhhhhhhhhhhhhhhhh

window full.

EVENT time: 832.738525, type: 1, fromlayer5 entity: 0

Packet saved at index 38:

Saved: seq = 38, ack = 0, isACK = 0, checksum = e1bb, iiiiiiiiiiiiiiiiiiii

window full.

EVENT time: 837.529541, type: 2, fromlayer3 entity: 1

Received at B: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

Accpeted at B: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

Next B as receiver is expecting packet 22

Ack sent from B: seq = 0, ack = 21, isACK = 1, checksum = ffe9,

EVENT time: 838.378662, type: 1, fromlayer5 entity: 1

Packet saved at index 48:

Saved: seq = 48, ack = 0, isACK = 0, checksum = d7a7, jjjjjjjjjjjjjjjjjjjj

window full.

EVENT time: 839.777588, type: 2, fromlayer3 entity: 0

Received at A: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

Packet already received, igonre.

EVENT time: 842.277527, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = -1, isACK = 1, checksum = 906a, Z?{??D?

Corrupted Ack, ignore.

EVENT time: 842.346680, type: 1, fromlayer5 entity: 1

Packet saved at index 49:

Saved: seq = 49, ack = 0, isACK = 0, checksum = cd9c, kkkkkkkkkkkkkkkkkkkk

window full.

EVENT time: 842.571289, type: 2, fromlayer3 entity: 1

Received at B: seq = 16, ack = -1, isACK = 1, checksum = ffef,

Nack Received, Resent the window from B: seq = 21, ack = 0, isACK = 0, checksum = e1cc, iiiiiiiiiiiiiiiiiiii

timer started

Nack Received, Resent the window from B: seq = 22, ack = 0, isACK = 0, checksum = cdb7, kkkkkkkkkkkkkkkkkkkk

Nack Received, Resent the window from B: seq = 23, ack = 0, isACK = 0, checksum = c3ac, llllllllllllllllllll

Nack Received, Resent the window from B: seq = 24, ack = 0, isACK = 0, checksum = af97, nnnnnnnnnnnnnnnnnnnn

Nack Received, Resent the window from B: seq = 25, ack = 0, isACK = 0, checksum = 735a, tttttttttttttttttttt

Nack Received, Resent the window from B: seq = 26, ack = 0, isACK = 0, checksum = 5f45, vvvvvvvvvvvvvvvvvvvv

TOLAYER3: packet being lost

Nack Received, Resent the window from B: seq = 27, ack = 0, isACK = 0, checksum = 4126, yyyyyyyyyyyyyyyyyyyy

TOLAYER3: packet being corrupted

Nack Received, Resent the window from B: seq = 28, ack = 0, isACK = 0, checksum = 371b, zzzzzzzzzzzzzzzzzzzz

EVENT time: 843.634766, type: 0, timerinterrupt entity: 0

Sent from A: seq = 17, ack = 0, isACK = 0, checksum = 9180, qqqqqqqqqqqqqqqqqqqq

timer started

Sent from A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

TOLAYER3: packet being corrupted

Sent from A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a, ssssssssssssssssssss

TOLAYER3: packet being corrupted

Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 6955, uuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 5540, wwwwwwwwwwwwwwwwwwww

Sent from A: seq = 22, ack = 0, isACK = 0, checksum = 4b35, xxxxxxxxxxxxxxxxxxxx

TOLAYER3: packet being corrupted

Sent from A: seq = 23, ack = 0, isACK = 0, checksum = 2811, bbbbbbbbbbbbbbbbbbbb

Sent from A: seq = 24, ack = 0, isACK = 0, checksum = 1e06, cccccccccccccccccccc

EVENT time: 848.169617, type: 1, fromlayer5 entity: 0

Packet saved at index 39:

Saved: seq = 39, ack = 0, isACK = 0, checksum = c39c, llllllllllllllllllll

window full.

EVENT time: 849.934082, type: 2, fromlayer3 entity: 1

Simulator terminated at time 849.934082

after sending 90 msgs from layer5

Jies-MBP-2:project2 jay$