Project 3 Phase 1

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To verify correct operation of the network, we had both the server and each mobile instance write handshake information to text files labeled rx.txt (server), processing1.txt (mobile1), processing2.txt (mobile2), and processing3.txt (mobile3). If we examine the file processing1, we can see that at 1320 ms, the first packet is ready. It then requests to send the data to the server. It is accepted, and the data is sent. If we skip ahead to 2670 ms, the next packet is ready, and it is also accepted. This happens again at 4710 ms, 6200 ms, etc. In each instance, the wait time is never more than Gamma of 0.001 seconds. For this simulation, the network is not nearly congested to create wait times on the mobile end, thus in each instance the device is able to send the packet to the server. To verify that the server is receiving the data and completing the handshake correctly, we can look at the file rx.txt. By checking the timestamps of when the data is accepted, we can see that they line up with the timestamps in the mobile instances. Thus the network is functioning as expected.