

PROGRAMMAZIONE DI RETI

REPORT ASSIGNMENT 3

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1 Premessa

Nel terzo assignment viene richiesto di implementare, a livello di trasporto, le funzioni lato receiver (A) e lato sender (B) utilizzando la tecnica Go-back-n. Con questo principio di trasferimento dati applichiamo la risoluzione dei problemi in pipeline. In questo caso sarà quindi necessario inserire le finestre per verificare il corretto invio e la corretta ricezione dei pacchetti, anche se non ordinata.

Il GBN è un protocollo a sequenza scorrevole basato su ACK e privo di NACK. Il mittente può trasmettere al più n pacchetti senza ricevere gli ACK.

Ogni pacchetto ha un numero di sequenza, grazie a questo è possibile riconoscere i pacchetti che possono essere inviati e ricevuti. Un pacchetto sarà quindi inviato, o ricevuto, se e solo se il suo numero di sequenza è contenuto nella finestra di invio, o di ricezione. Il numero di sequenza può essere pari, al massimo, a due volte la dimensione delle finestre.

2 Task 1

2.1 Strutture Dati Utilizzate

Per la corretta implementazione del protocollo descritto abbiamo utilizzato due distinte strutture dati, una per il sender e una per il receiver, contenenti una finestra per memorizzare i messaggi inviati e ricevuti, e tutte le variabili necessarie per verificare l'intergrità e le varie statistiche sui pacchetti. Per portare a termine l'assignment abbiamo implementato diverse funzioni utili e spesso utilizzate all'interno del codice.

- `calcChecksum` → calcola il checksum del pacchetto
- `isCorrupt` → controlla se un pacchetto è corrotto
- `isWithinWindow` → controlla se un pacchetto è all'interno della finestra specificata
- `checkCorrectAck` → calcola il numero di acknowledge corretto da inviare
- `sendToLayer5` → invia il pacchetto in ordine corretto al Layer5

2.2 Descrizione delle routine

A_output()

La prima operazione che svolge questa routine è la memorizzazione del messaggio passatogli dal Layer5 nel buffer dei messaggi da inviare.

Una volta memorizzato il messaggio, si controlla se il prossimo SEQ_NUM è all'interno della finestra di invio, se ciò si verifica si procede con la creazione del pacchetto (seq_num, payload, checksum).

Al termine della creazione vengono richiamate in successione tolayer3() e start-timer(), che rispettivamente inviano il pacchetto al receiver (B) e fanno partire il timer del sender (A).

Tenendo conto delle specifiche date se la nostra versione del protocollo raggiunge un buffer di 50 elementi l'intero processo termina.

A_input()

Questa funzione viene richiamata quando un messaggio proveniente dal receiver passa attraverso il layer3. Inizialmente la funzione controlla se il pacchetto in arrivo è corrotto, se non lo è procede, verificando se appartiene alla finestra dei pacchetti inviati precedentemente, in tal caso accetta l'ACK inviato da (B), altrimenti procede a scartarlo. Successivamente viene eseguito un ulteriore controllo: nel caso in cui il numero dell'ACK sia superiore al SEQ_NUM dei pacchetti inviati, si procede a shiftare la finestra. In questo caso, infatti, si riceve un ACK cumulativo per il quale tutti i pacchetti sono stati recapitati con successo. Infine si controlla la presenza di nuovi pacchetti da inviare nel msg_buffer.

A_timerinterrupt()

Richiamata nel momento in cui il timer del sender (A) scade. Si procede col rispeditore tutti i pacchetti presenti nella finestra di invio che non hanno ricevuto un ACK, successivamente resetta e avvia il timer in attesa dei nuovi ACK da parte del receiver.

A_init()

Questa funzione inizializza le strutture e le variabili del sender.

B_input()

Questa funzione viene richiamata al momento della ricezione di un pacchetto. In primo luogo viene effettuato un controllo tramite checksum, nel caso risulti corrotto si procede con l'invio di un ACK duplicato per segnalare ad A, la presenza di un errore. Se il pacchetto risulta integro si procede controllando il SEQ_NUM, questa verifica è utile per evitare che, una volta raggiunto il massimo SEQ_NUM, esso venga resettato prima di aver ricevuto tutti gli ACK dei pacchetti inviati dal sender.

Calcolato il corretto ACK da inviare, viene creato il pacchetto e spedito al sender. Ad ogni invio di ACK verso il sender, viene richiamata la funzione (send_toLayer5) che invia al Layer5 solo i messaggi, non ancora inviati.

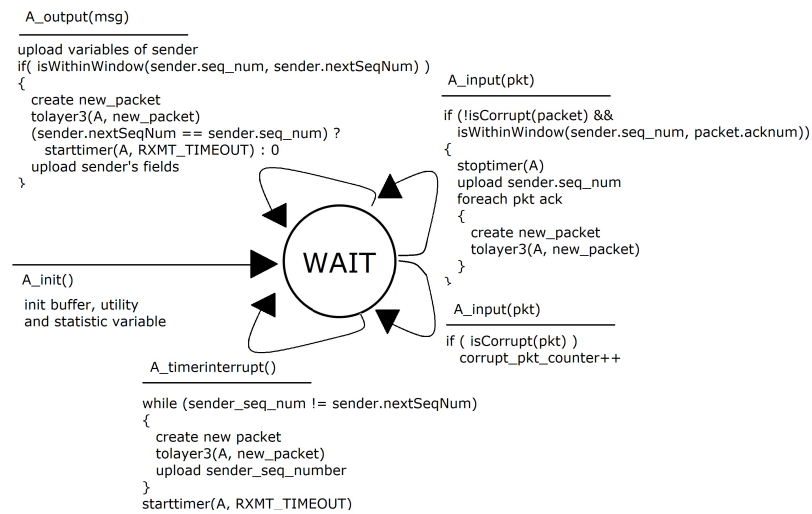
B_init()

Questa funzione inizializza le strutture e le variabili del receiver.

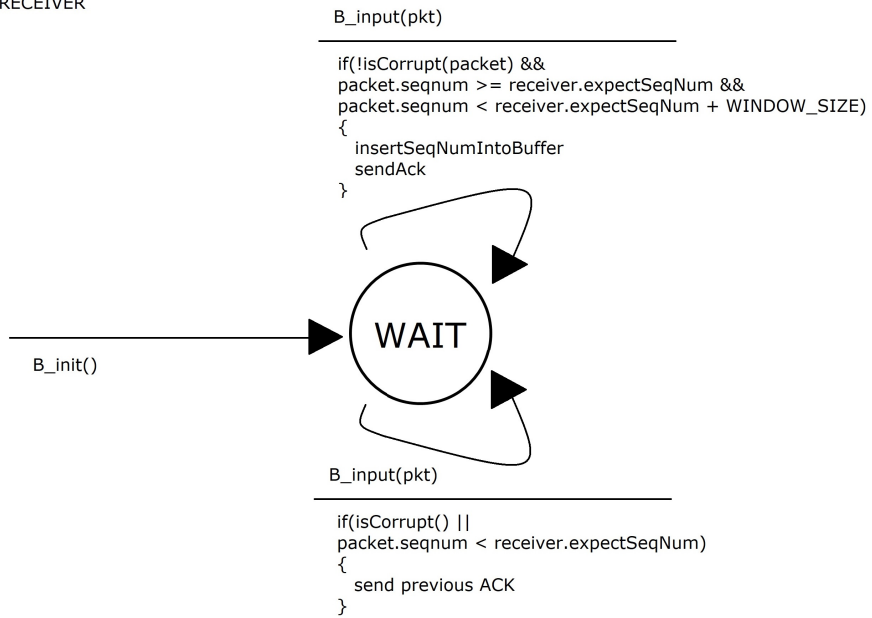
2.3 Modello a Stati Finiti

Rappresentazione del comportamento del sender e del receiver attraverso una macchina a stati finiti.

SENDER



RECEIVER



2.4 Test netsimulator.c

2.4.1 Utilizzo di un timer statico

Nel nostro programma è presente un unico timer statico, univoco per tutti i pacchetti da inviare/ricevere. Il nostro programma presenta delle restrizioni, in quanto il protocollo selective repeat necessita di un singolo timer per ogni pacchetto inviato.

Come possiamo notare, la funzione A_input blocca il timer dopo la ricezione di un ACK corretto e lo avvia solo nel caso in cui alcuni pacchetti siano già stati inviati, ma dei quali non abbiamo ancora ricevuto l'ACK. Inoltre, il timer viene avviato dalla funzione A_output solo nel caso in cui il pacchetto sia posto nella prima posizione della finestra.

Se avessimo avuto a disposizione n timer, uno per ogni pacchetto inviato, avremmo dovuto gestire in modo diverso l'avvio e il blocco del timer.

2.4.2 Caso 1

Probabilità di corruzione o perdita di pacchetti 0

```
Enter number of messages to simulate: 3
Enter packet loss probability [enter 0.0 for no loss]:0.0
Enter packet corruption probability [0.0 for no corruption]:0.0
Enter average time between messages from sender's layer5 [ > 0.0]:10
Enter window size [>0]:10
Enter retransmission timeout [> 0.0]:20
Enter trace level:2
Enter random seed: [>0]:2233
```

```
EVENT time: 6.100040, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> aaaaaaaaaaaaaaaaaa
A: Sending new DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
```

```
EVENT time: 8.261361, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> bbbbbbbbbbbbbbbbbbb
A: Sending new DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
```

```
EVENT time: 10.094729, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 0
```

```
EVENT time: 12.437849, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 1
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
```

```

B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 1

EVENT time: 14.666768, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
A: Checking ACK from B...

EVENT time: 16.046022, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
#####DEBUG] DATA=> cccccccccccccccccc
A: Sending new DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc

EVENT time: 18.409314, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 1
A: Checking ACK from B...

EVENT time: 19.632557, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 2
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

EVENT time: 22.796655, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: Checking ACK from B...

EVENT time: 27.757805, type: 1, fromlayer5 entity: 0
Simulator terminated at time 27.757805108798

```

```

=====
==      END SIMULATION STATISTICS      ==
=====

```

	Messages arrived to A:	3	
	Packets sent from A:	3	
	Packets retransmitted:	0	
	Correct acks:	3	
	Corrupted packets:	0	

2.4.3 Caso 2

Probabilità di corruzione o perdita di pacchetti 0.2

```
Enter number of messages to simulate: 50
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 window size [>0]:8
Enter retransmission timeout [> 0.0]:20
Enter trace level:2
Enter random seed: [>0]:2233

EVENT time: 9.181188, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> aaaaaaaaaaaaaaaaaa
A: Sending new DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
TOLAYER3: packet being corrupted

EVENT time: 11.710562, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> bbbbbbbbbbbbbbbbbbb
A: Sending new DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb

EVENT time: 14.562120, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> ?aaaaaaaaaaaaaaaaa
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 17.071139, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 23.490646, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 29.176305, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> cccccccccccccccccc
A: Sending new DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc

EVENT time: 29.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc

EVENT time: 31.216773, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> dddddddddddddddddd
A: Sending new DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd

EVENT time: 31.881375, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
```

```

Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 34.024934, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> ccccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 38.082522, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 42.254982, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 46.134831, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
###[DEBUG] DATA=> eeeeeeeeeeeeeeeee
A: Sending new DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeee

EVENT time: 46.456221, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 48.403607, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> ccccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 49.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaaaa
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> ccccccccccccccccccc
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeee

EVENT time: 50.750572, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 53.943846, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15

```

```

A: ACK is corrupted.
A: Rejecting ACK from B...  Waiting for new ACK 0

EVENT time: 55.994751,  type: 1, fromlayer5  entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ffffffffffffffffffff
A: Sending new DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff

EVENT time: 57.067568,  type: 2, fromlayer3  entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 58.933073,  type: 1, fromlayer5  entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> gggggggggggggggggggg
A: Sending new DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
TOLAYER3: packet being lost

EVENT time: 61.711570,  type: 2, fromlayer3  entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B...  Waiting for new ACK 0

EVENT time: 64.757897,  type: 2, fromlayer3  entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaaaaa
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 4

EVENT time: 68.695181,  type: 2, fromlayer3  entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 5
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 4
TOLAYER3: packet being corrupted

EVENT time: 69.181188,  type: 0, timerinterrupt  entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaaaaa
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbbb
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccccc
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddddd
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeeee
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffffff
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggggg

EVENT time: 72.116703,  type: 2, fromlayer3  entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 4

```

```

A: Checking ACK from B...

EVENT time: 72.706900, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 5
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 4
TOLAYER3: packet being corrupted

EVENT time: 76.968902, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> hhhhhhhhhhhhhhhhhh
A: Sending new DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhh

EVENT time: 78.435560, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 5
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 4

EVENT time: 78.770104, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> iiii iiiiiiiiiiiiii
A: Sending new DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiiiiiiiiiiii
TOLAYER3: packet being corrupted

EVENT time: 81.622852, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 999999
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 5

EVENT time: 84.193335, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 5
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 4

EVENT time: 84.245857, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 4
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 5

EVENT time: 88.722800, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 5
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffff ffffffff
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5
TOLAYER3: packet being lost

EVENT time: 90.503128, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaaa
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5

EVENT time: 91.162450, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> jjjjjjjjjjjjjjjjjj
A: Sending new DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0

```

```

Packet Msg=> jjjjjjjjjjjjjjjjjjj

EVENT time: 92.116703, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiiiiii iiiiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj

EVENT time: 93.056001, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 4
A: Rejecting ACK from B... Waiting for new ACK 5

EVENT time: 94.589068, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
###[DEBUG] DATA=> kkkkkkkkkkkkkkkkkk
A: Sending new DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkk

EVENT time: 95.594562, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5
TOLAYER3: packet being lost

EVENT time: 97.881924, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5

EVENT time: 99.616932, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5

EVENT time: 99.707541, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 4
A: Rejecting ACK from B... Waiting for new ACK 5

EVENT time: 102.116153, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
###[DEBUG] DATA=> llllllllllllllllllll
A: Sending new DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll

EVENT time: 108.704733, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 5
A: Checking ACK from B...

```

```

EVENT time: 108.874783, type: 2, fromlayer3 entity: 0
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5
TOLAYER3: packet being corrupted

EVENT time: 110.723197, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 5
A: Rejecting ACK from B... Waiting for new ACK 6

EVENT time: 112.803125, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA-> nnnnnnnnnnnnnnnnnnnn
A: Sending new DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn

EVENT time: 114.476272, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffffff
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 5

EVENT time: 115.571306, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 6
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 6

EVENT time: 116.520280, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA-> nnnnnnnnnnnnnnnnnnnn
A: Sending new DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn

EVENT time: 118.781030, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 5
A: Rejecting ACK from B... Waiting for new ACK 6

EVENT time: 120.057375, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 7
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhtttttttttttt
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 121.094485, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 5
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 6

EVENT time: 128.704733, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ttttttttttttttttttttttttttttt
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhtttttttttttt
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiittttttttttttttttttt
TOLAYER3: packet being corrupted

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A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllll
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnn

EVENT time: 129.092715, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 5
A: Rejecting ACK from B... Waiting for new ACK 6

EVENT time: 129.616382, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> oooooooooooooooooooooo

EVENT time: 130.020295, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> ?iiiiiiiiiiiiiiiii
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being corrupted

EVENT time: 130.294504, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ppppppppppppppppppp

EVENT time: 132.239540, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 134.158330, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 6
A: Checking ACK from B...
A: Sending new DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo

EVENT time: 136.813501, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffff
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 139.602985, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Checking ACK from B...
A: Sending new DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppp

EVENT time: 146.534440, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
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Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 148.838313, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 149.752495, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> qqqqqqqqqqqqqqqqqq

EVENT time: 152.335032, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 155.988678, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 159.602985, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiii
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
TOLAYER3: packet being lost

EVENT time: 161.074862, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 161.968108, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 163.194952, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...

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Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 163.759880, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
#####DEBUG| DATA=> rrrrrrrrrrrrrrrrrrrr

EVENT time: 169.296335, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 169.543626, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> |lllllllllllllllllll
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 172.704428, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being corrupted

EVENT time: 179.602985, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiinnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllllll
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> mnnnnnnnnnnnnnnnnnnnnn
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ooooooooooooooooooooooo
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppp

EVENT time: 179.742424, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
#####DEBUG| DATA=> ssssssssssssssssssss

EVENT time: 180.429090, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 999999
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 181.142399, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0

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Packet ACK=> 7

EVENT time: 184.223762, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> tttttttttttttttttt

EVENT time: 185.130222, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 190.392010, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 6
Packet ACK=> 999999
Packet Msg=> gggggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 194.677297, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 195.227515, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> uuuuuuuuuuuuuuuuuuuu

EVENT time: 195.987945, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> ?iiiiiiiiiiiiiiiiiii
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 198.590075, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 199.602985, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiiiiii
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> lllllllllllllllllllll
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> mmmmmmmmmmmmmmmmmmmmm
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo

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A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp

EVENT time: 200.884426, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> vvvvvvvvvvvvvvvvvvvvv

EVENT time: 202.373119, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 208.307169, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 210.173742, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllllll
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 210.404859, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 211.236641, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being corrupted

EVENT time: 212.843837, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 213.113193, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> wwwwwwwwwwwwwwwwww

EVENT time: 213.239998, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 216.117252, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 216.687826, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 219.602985, type: 0, timerinterrupt entity: 1

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A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiiiiiiiiiiiiiii
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> lllllllllllllllllllll
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
TOLAYER3: packet being corrupted

EVENT time: 222.198309, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 225.182501, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 225.314493, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiiiiiiiiiiiiiii
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 230.471297, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 232.038331, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> xxxxxxxxxxxxxxxxxxxx

EVENT time: 234.619037, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 237.011322, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

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EVENT time: 238.976409, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> yyyyyyyyyyyyyyyyyyy

EVENT time: 239.602985, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiiii iiiiii iiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppppp
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being lost
A: Sending new DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
A: Sending new DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssssss
TOLAYER3: packet being lost
A: Sending new DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> tttttttttttttttttttt
TOLAYER3: packet being lost
A: Sending new DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuuuu
TOLAYER3: packet being corrupted
A: Sending new DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvv
A: Sending new DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwwwww
A: Sending new DATA to B...

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Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxxxx

EVENT time: 247.850642, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 248.886959, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 249.195898, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ?ooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 253.799860, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> zzzzzzzzzzzzzzzzzzzzz

EVENT time: 255.556902, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 256.468184, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 257.676931, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 258.153813, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 261.053499, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> aaaaaaaaaaaaaaaaaaaa

EVENT time: 263.923948, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 266.369518, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllllll
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 266.408704, type: 0, timerinterrupt entity: 1

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A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssss
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> tttttttttttttttttttt
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuuu
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvvv
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwwwww
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxxx
TOLAYER3: packet being lost

EVENT time: 272.493423, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 273.555101, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> bbbbbbbbbbbbbbbbbbb

EVENT time: 274.250191, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 279.036195, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 280.242805, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 282.487869, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ccccccccccccccccc

EVENT time: 284.200415, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 285.729545, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ddddddddddddddddddd

```

```

EVENT time: 286.408704, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrr
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssss
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ttttttttttttttttttt
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuu
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvv
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwww
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxx

EVENT time: 286.452223, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> eeeeeeeeeeeeeeeeeee

EVENT time: 287.584857, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 291.564440, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 295.676412, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiii
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 296.296396, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 299.465712, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 302.876064, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ffffffffffffffff

EVENT time: 304.919706, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 10
Packet ACK=> 0

```



```

Packet Msg=> kkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
    TOLAYER3: packet being lost

EVENT time: 306.408704, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrr
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssss
    TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ttttttttttttttttttt
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuu
    TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvv
    TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwwwww
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxx
    TOLAYER3: packet being corrupted

EVENT time: 311.714621, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> ?oooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
    TOLAYER3: packet being lost

EVENT time: 316.611591, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 319.307382, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
    TOLAYER3: packet being corrupted

EVENT time: 319.884732, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 322.422559, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> gggggggggggggggggg

EVENT time: 326.408704, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq

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A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssssss
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> tttttttttttttttttttt
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuuuu
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvvvv
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwwwww
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxxxx
TOLAYER3: packet being lost

EVENT time: 327.661306, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 329.033265, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 332.181433, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 333.913480, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiii iiiii iiiii
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 336.670797, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 337.110508, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> hhhhhh hhhhhh hhhhhh

EVENT time: 339.312113, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> iiii iiiii iiiii iiiii

EVENT time: 342.044923, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
```

```

EVENT time: 346.236763, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> jjjjjjjjjjjjjjjjjjj

EVENT time: 346.408704, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssssss
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> tttttttttttttttttttt
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuuuu
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvvvv
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwwwwww
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxxx

EVENT time: 347.519242, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 349.014801, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 350.655232, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> kkkkkkkkkkkkkkkkkk

EVENT time: 351.114841, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> llllllllllllllllll

EVENT time: 353.682424, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 354.933470, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ?pppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 357.522538, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

```


29

[illegible]

[illegible]

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Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxx
TOLAYER3: packet being corrupted

EVENT time: 427.209204, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ?ttttttttttttttttt
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 429.294809, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 429.757988, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ttttttttttttttttt

EVENT time: 431.964721, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuu
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 437.869564, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 439.039521, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvv
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 440.957030, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 441.809137, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> uuuuuuuuuuuuuuuuuuu

EVENT time: 446.408704, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssssss
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ttttttttttttttttttttt
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuuuu
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvvv
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0

```



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Packet Msg=> wwwwwwwwwwwwwwwwww
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxx
TOLAYER3: packet being lost

EVENT time: 448.985961, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwww
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 450.611225, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 450.684713, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> ?rrrrrrrrrrrrrrrrrr
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 454.224281, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssss
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 454.903653, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 459.634999, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> vvvvvvvvvvvvvvvvvv

EVENT time: 461.602435, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 463.366771, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> ?uuuuuuuuuuuuuuuuuu
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 466.408704, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrr
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssss
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> tttttttttttttttttttt

```

[illegible]

```

A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B...   Waiting for new ACK 0

EVENT time: 486.408704,   type: 0, timerinterrupt   entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> sssssssssssssssssss
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ttttttttttttttttttt
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> uuuuuuuuuuuuuuuuuuu
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> vvvvvvvvvvvvvvvvvvvv
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> wwwwwwwwwwwwwwwwww
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> xxxxxxxxxxxxxxxxxxxx

EVENT time: 486.811731,   type: 2, fromlayer3   entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> rrrrrrrrrrrrrrrrrrrr
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

EVENT time: 488.193793,   type: 2, fromlayer3   entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: Checking ACK from B...
A: Sending new DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> yyyyyyyyyyyyyyyyyyy
A: Sending new DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> zzzzzzzzzzzzzzzzzzz
TOLAYER3: packet being corrupted
A: Sending new DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaa
TOLAYER3: packet being lost

EVENT time: 492.281869,   type: 1, fromlayer5   entity: 0
Simulator terminated at time 492.281868953520

```

```

==  END SIMULATION STATISTICS  ==

```

Messages arrived to A:	50
Packets sent from A:	191
Packets retransmitted:	164
Correct acks:	20
Corrupted packets:	35

2.4.4 Caso 3

Probabilità di corruzione o perdita di pacchetti 0.5

```

EVENT time: 9.181188, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> aaaaaaaaaaaaaaaaaa
A: Sending new DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
TOLAYER3: packet being corrupted

EVENT time: 11.710562, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> bbbbbbbbbbbbbbbbbbb
A: Sending new DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb

EVENT time: 14.562120, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> ?aaaaaaaaaaaaaaaaa
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 17.071139, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 23.490646, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 29.176305, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> cccccccccccccccccc
A: Sending new DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
TOLAYER3: packet being corrupted

EVENT time: 29.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
TOLAYER3: packet being corrupted

EVENT time: 31.216773, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> dddddddddddddddddd
A: Sending new DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
TOLAYER3: packet being lost

EVENT time: 31.881375, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 34.024934, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> ?ccccccccccccccccc
B: Resending previous ACK to A...

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Packet SEQ_NUM=> 0
Packet ACK=> 15
    TOLAYER3: packet being lost

EVENT time: 42.254982, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 999999
Packet Msg=> cccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 46.134831, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> eeeeeeeeeeeeeeeee
A: Sending new DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeee

EVENT time: 48.403607, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 48.481796, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
    TOLAYER3: packet being corrupted

EVENT time: 49.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaa
    TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
    TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
    TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
    TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeee

EVENT time: 52.539384, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 53.382427, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> ?bbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
    TOLAYER3: packet being lost

EVENT time: 55.994751, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ffffffffffffffff
A: Sending new DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffff
    TOLAYER3: packet being lost

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EVENT time: 58.933073, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
###[DEBUG] DATA=> gggggggggggggggggggg
A: Sending new DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
TOLAYER3: packet being corrupted

EVENT time: 59.699423, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> ?cccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 65.239662, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 3
Packet ACK=> 999999
Packet Msg=> dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 69.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaa
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> ccccccccccccccccccc
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
TOLAYER3: packet being corrupted

EVENT time: 69.251381, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 72.929991, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 76.867275, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ?ggggggggggggggggggg
B: Resending previous ACK to A...

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Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 76.968902, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> hhhhhhhhhhhhhhhhhh
A: Sending new DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhh
TOLAYER3: packet being corrupted

EVENT time: 77.573992, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 78.770104, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> iiiiiiiiiiiiiiiiii

EVENT time: 82.595935, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> ?aaaaaaaaaaaaaaaaaaaa
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 84.932798, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 86.713126, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 88.353710, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> ?bbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 89.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaaa
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> hbbbbbbbbbbbbbbbbbb
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeeee
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0

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Packet Msg=> hhhhhhhhhhhhhhhhhhhhh
TOLAYER3: packet being lost

EVENT time: 91.162450, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> jjjjjjjjjjjjjjjjjjjj

EVENT time: 92.883175, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ?gggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15

EVENT time: 93.445143, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 999999
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 94.540178, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 94.589068, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> kkkkkkkkkkkkkkkkkkkk

EVENT time: 102.116153, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> llllllllllllllllllll

EVENT time: 102.389325, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> ?hhhhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 104.676687, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccccc
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 105.012329, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 106.411695, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ?dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 109.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaaaaa
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbbb
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccccc

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TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh

EVENT time: 112.803125, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> nnnnnnnnnnnnnnnnnnnn

EVENT time: 115.669546, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being corrupted

EVENT time: 116.520280, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> nnnnnnnnnnnnnnnnnnnn

EVENT time: 120.243507, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 15
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 0

EVENT time: 121.271035, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 15
TOLAYER3: packet being lost

EVENT time: 125.757103, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 0
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaa
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

EVENT time: 129.181188, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> aaaaaaaaaaaaaaaaaaa
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
A: Resending DATA to B...
Packet SEQ_NUM=> 2
Packet ACK=> 0
Packet Msg=> cccccccccccccccccc
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
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TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ggggggggggggggggggggg
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh

EVENT time: 129.616382, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ooooooooooooooooooooo

EVENT time: 130.294504, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> pppppppppppppppppppp

EVENT time: 134.567248, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 135.478042, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: Checking ACK from B...
A: Sending new DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiijjjjjjjjjjjjjjjjj
TOLAYER3: packet being corrupted
A: Sending new DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Sending new DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk

EVENT time: 144.530168, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ?dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 149.752495, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> qqqqqqqqqqqqqqqqqqq

EVENT time: 151.181707, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> ?eeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

EVENT time: 155.478042, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
TOLAYER3: packet being lost
A: Resending DATA to B...

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Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ggggggggggggggggggggg
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost

EVENT time: 159.179937, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 160.178900, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ggggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 162.398144, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 163.759880, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> rrrrrrrrrrrrrrrrrr

EVENT time: 171.852382, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 1
Packet ACK=> 0
Packet Msg=> bbbbbbbbbbbbbbbbbbb
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being corrupted

EVENT time: 175.478042, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> dddddddddddddddddd
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0

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Packet Msg=> ffffffffffffffffff
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggg
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiii
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost

EVENT time: 177.297037, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 177.831812, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being corrupted

EVENT time: 179.698386, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 179.742424, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> sssssssssssssssss

EVENT time: 179.850276, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ? ffffffffffffffffff
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being corrupted

EVENT time: 180.913175, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 999999
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 184.223762, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ttttttttttttttttt

EVENT time: 187.908109, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ? gggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 195.227515, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...

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[illegible]

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Packet ACK=> 0
Packet Msg=> gggggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

EVENT time: 213.113193, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
#####DEBUG] DATA=> wwwwwwwwwwwwwwwwwwwww

EVENT time: 214.461470, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 9
Packet ACK=> 9999999
Packet Msg=> jjjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

EVENT time: 214.763329, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 215.478042, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> fffffffffffffffffffff
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggggg
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being corrupted

EVENT time: 216.883419, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 223.711081, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ?dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being corrupted

EVENT time: 227.996368, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 9999999
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2

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TOLAYER3: packet being lost

EVENT time: 228.899197, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 2
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 229.307016, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ? ffffffffffffffffffff
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 231.909146, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 232.038331, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> xxxxxxxxxxxxxxxxxxxx

EVENT time: 235.478042, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffff
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ggggggggggggggggggggg
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk

EVENT time: 238.976409, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> yyyyyyyyyyyyyyyyyy

EVENT time: 241.626240, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> ? iiiiiiiiiiiiiiiiii
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

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EVENT time: 250.861568, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ?dddddddddddddddddd
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 253.799860, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> zzzzzzzzzzzzzzzzzzzzz

EVENT time: 254.358287, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> ?jjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being lost

EVENT time: 255.478042, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 3
Packet ACK=> 0
Packet Msg=> ddddddddddddddddddd
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> eeeeeeeeeeeeeeeeeee
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 5
Packet ACK=> 0
Packet Msg=> ffffffffffffffffffffff
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> gggggggggggggggggggggg
A: Resending DATA to B...
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhhh
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiiiiii
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost

EVENT time: 256.361644, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 2
TOLAYER3: packet being corrupted

EVENT time: 261.053499, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> aaaaaaaaaaaaaaaaaa

EVENT time: 264.111026, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 999999
Packet ACK=> 2
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 3

EVENT time: 264.988311, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 3
Packet SEQ_NUM=> 3

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Packet ACK=> 0  
Packet Msg=> dddddddddddddd  
B: Sending ACK to A...  
Packet SEQ_NUM=> 0  
Packet ACK=> 4  
TOLAYER3: packet being lost  
  
EVENT time: 270.145116, type: 2, fromlayer3 entity: 1  
B: Receiving DATA from A...  
Expected SEQ_NUM=> 5  
Packet SEQ_NUM=> 5  
Packet ACK=> 0  
Packet Msg=> ffffffffffffffff  
B: Sending ACK to A...  
Packet SEQ_NUM=> 0  
Packet ACK=> 7  
  
EVENT time: 273.555101, type: 1, fromlayer5 entity: 0  
A: Receiving MSG from layer 5...  
####[DEBUG] DATA=> bbbbbbbbbbbbbbbbbb  
  
EVENT time: 274.102725, type: 2, fromlayer3 entity: 0  
A: Receiving ACK from B...  
Packet SEQ_NUM=> 0  
Packet ACK=> 7  
A: Checking ACK from B...  
A: Sending new DATA to B...  
Packet SEQ_NUM=> 11  
Packet ACK=> 0  
Packet Msg=> llllllllllllllll  
TOLAYER3: packet being lost  
A: Sending new DATA to B...  
Packet SEQ_NUM=> 12  
Packet ACK=> 0  
Packet Msg=> nnnnnnnnnnnnnnnn  
TOLAYER3: packet being lost  
A: Sending new DATA to B...  
Packet SEQ_NUM=> 13  
Packet ACK=> 0  
Packet Msg=> nnnnnnnnnnnnnnnn  
TOLAYER3: packet being corrupted  
A: Sending new DATA to B...  
Packet SEQ_NUM=> 14  
Packet ACK=> 0  
Packet Msg=> oooooooooooooooo  
TOLAYER3: packet being corrupted  
A: Sending new DATA to B...  
Packet SEQ_NUM=> 15  
Packet ACK=> 0  
Packet Msg=> pppppppppppppppp  
TOLAYER3: packet being corrupted  
  
EVENT time: 276.685141, type: 2, fromlayer3 entity: 1  
B: Receiving DATA from A...  
Expected SEQ_NUM=> 8  
Packet SEQ_NUM=> 6  
Packet ACK=> 0  
Packet Msg=> gggggggggggggg  
B: Resending previous ACK to A...  
Packet SEQ_NUM=> 0  
Packet ACK=> 7  
TOLAYER3: packet being lost  
  
EVENT time: 282.336344, type: 2, fromlayer3 entity: 1  
B: Receiving DATA from A...  
Expected SEQ_NUM=> 8  
Packet SEQ_NUM=> 10  
Packet ACK=> 0  
Packet Msg=> ?kkkkkkkkkkkkkkk  
B: Resending previous ACK to A...  
Packet SEQ_NUM=> 0  
Packet ACK=> 7  
TOLAYER3: packet being lost  
  
EVENT time: 282.487869, type: 1, fromlayer5 entity: 0  
A: Receiving MSG from layer 5...  
####[DEBUG] DATA=> cccccccccccccc  
  
EVENT time: 283.681600, type: 2, fromlayer3 entity: 1  
B: Receiving DATA from A...  
Expected SEQ_NUM=> 8  
Packet SEQ_NUM=> 3  
Packet ACK=> 0  
Packet Msg=> ?dddddddddddddd  
B: Resending previous ACK to A...  
Packet SEQ_NUM=> 0  
Packet ACK=> 7  
TOLAYER3: packet being lost  
  
EVENT time: 285.729545, type: 1, fromlayer5 entity: 0  
A: Receiving MSG from layer 5...
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#####DEBUG] DATA=> dddddd
EVENT time: 286.452223, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
#####DEBUG] DATA=> eeeeeeeeeeeeeeeeeee

EVENT time: 289.782983, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 4
Packet ACK=> 0
Packet Msg=> ?eeeeeeeeeeeeeeeeee
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 294.102725, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> j
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> k
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> l
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> m
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> n
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> o
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> p
TOLAYER3: packet being corrupted

EVENT time: 297.507645, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> ?hhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 297.814722, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 302.876064, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
#####DEBUG] DATA=> ffffffff

EVENT time: 304.779931, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> k
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 305.988678, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
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Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 6
Packet ACK=> 0
Packet Msg=> ggggggggggggggggggggg
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7
TOLAYER3: packet being lost

EVENT time: 314.102725, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> mmmmmmmmmmmmmmmmmmm
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ooooooooooooooooooooo
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppp
TOLAYER3: packet being lost

EVENT time: 314.681265, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 7
Packet ACK=> 0
Packet Msg=> hhhhhhhhhhhhhhhhhhhh
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 7

EVENT time: 317.120243, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 7
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 320.805170, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 8
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiiiiiiiiiiiiiiiii
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being lost

EVENT time: 322.422559, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
###[DEBUG] DATA=> ggggggggggggggggggg

EVENT time: 328.169195, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being corrupted

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EVENT time: 331.442610, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 8
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 8

EVENT time: 332.157018, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ?oooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8

EVENT time: 334.102725, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 8
Packet ACK=> 0
Packet Msg=> iiii iiiiii iiiiii iiiiii
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> j j j j j j j j j j j j j j j j
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> k k k k k k k k k k k k k k k k
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> l l l l l l l l l l l l l l l l
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> m m m m m m m m m m m m m m m m
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> n n n n n n n n n n n n n n n n
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> o o o o o o o o o o o o o o o o
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> p p p p p p p p p p p p p p p p
TOLAYER3: packet being lost

EVENT time: 337.110508, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> h h h h h h h h h h h h h h h h

EVENT time: 338.238075, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 8
A: Checking ACK from B...
A: Sending new DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> q q q q q q q q q q q q q q q q

EVENT time: 339.312113, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> i i i i i i i i i i i i i i i i

EVENT time: 339.852840, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ?pppppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being lost

EVENT time: 343.964812, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 8
Packet ACK=> 0

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Packet Msg=> iiii
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being corrupted

EVENT time: 346.236763, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> jjjjjjjjjjjjjjjjjj

EVENT time: 348.632435, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 8
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 350.655232, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> kkkkkkkkkkkkkkkkkkk

EVENT time: 351.114841, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> llllllllllllllllllll

EVENT time: 353.208106, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> ?kkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being lost

EVENT time: 358.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjj
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being corrupted

EVENT time: 360.003021, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ?ooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being lost

EVENT time: 361.475265, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> nnnnnnnnnnnnnnnnnnnnn

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EVENT time: 364.899991, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 999999
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being lost

EVENT time: 367.595782, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8

EVENT time: 374.448927, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 8
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 375.949705, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 8
TOLAYER3: packet being lost

EVENT time: 376.500137, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> nnnnnnnnnnnnnnnnnnnnn

EVENT time: 378.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllllll
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being lost

EVENT time: 378.933897, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 9
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjjj
B: Sending ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 10

```

```

TOLAYER3: packet being corrupted

EVENT time: 384.209723, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ooooooooooooooooooooo

EVENT time: 385.186071, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 11
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 10
TOLAYER3: packet being lost

EVENT time: 386.407239, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 10
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 392.478408, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> pppppppppppppppppppp

EVENT time: 393.317515, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 11
Packet SEQ_NUM=> 13
Packet ACK=> 999999
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 10
TOLAYER3: packet being lost

EVENT time: 395.090182, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> qqqqqqqqqqqqqqqqqqqq

EVENT time: 398.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> mmmmmmmmmmmmmmmmmmmmm
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ooooooooooooooooooooo
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppp
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being lost

EVENT time: 400.287393, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 11
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
B: Sending ACK to A...

```

```

Packet SEQ_NUM=> 0
Packet ACK=> 3
      TOLAYER3: packet being lost

EVENT time: 401.538438, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> ?jjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
      TOLAYER3: packet being lost

EVENT time: 408.216193, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> rrrrrrrrrrrrrrrrrr

EVENT time: 410.842982, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> ?kkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
      TOLAYER3: packet being lost

EVENT time: 410.865810, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ssssssssssssssssss

EVENT time: 418.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
      TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
      TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
      TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
      TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
      TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppp
      TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
      TOLAYER3: packet being corrupted

EVENT time: 420.240364, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
      TOLAYER3: packet being lost

EVENT time: 424.314432, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 13
Packet ACK=> 0

```


[illegible]

```
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppp
A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq

EVENT time: 440.711997, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 11
Packet ACK=> 9999999
Packet Msg=> llllllllllllllllllll
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 440.908994, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 441.809137, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> uuuuuuuuuuuuuuuuuu

EVENT time: 449.613880, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3

EVENT time: 456.672750, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3

EVENT time: 456.955931, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 458.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> llllllllllllllllllll
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppp
TOLAYER3: packet being lost
```

```

A: Resending DATA to B...
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqq
TOLAYER3: packet being corrupted

EVENT time: 459.634999, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> vvvvvvvvvvvvvvvvvvvv

EVENT time: 462.637898, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3

EVENT time: 465.667470, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 467.905942, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 468.410504, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ?pppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being corrupted

EVENT time: 468.725242, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> wwwwwwwwwwwwwwwwww

EVENT time: 470.561907, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 473.705252, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> xxxxxxxxxxxxxxxxxxxx

EVENT time: 475.080447, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being corrupted

EVENT time: 477.677358, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 478.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being corrupted
A: Resending DATA to B...

```

[illegible]

```
Packet ACK=> 0  
Packet Msg=> |1111111111111111|  
TOLAYER3: packet being lost  
A: Resending DATA to B...  
Packet SEQ_NUM=> 12  
Packet ACK=> 0  
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnn  
A: Resending DATA to B...  
Packet SEQ_NUM=> 13  
Packet ACK=> 0  
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnn  
TOLAYER3: packet being lost  
A: Resending DATA to B...  
Packet SEQ_NUM=> 14  
Packet ACK=> 0  
Packet Msg=> oooooooooooooooooooooo  
A: Resending DATA to B...  
Packet SEQ_NUM=> 15  
Packet ACK=> 0  
Packet Msg=> pppppppppppppppppppppp  
TOLAYER3: packet being lost  
A: Resending DATA to B...  
Packet SEQ_NUM=> 2038004089  
Packet ACK=> 2038004089  
Packet Msg=> qqqqqqqqqqqqqqqqqqqq  
TOLAYER3: packet being lost
```

EVENT time: 501.912320, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> |1111111111111111|
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3

EVENT time: 505.060488, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 508.987121, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 510.593585, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> zzzzzzzzzzzzzzzzzz

EVENT time: 518.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> |1111111111111111|
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnn
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppp

```

TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 2038004089
Packet ACK=> 2038004089
Packet Msg=> zzzzzzzzzzzzzzzzzzzzz
TOLAYER3: packet being corrupted

EVENT time: 518.933561, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> ppppppppppppppppppppp
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 523.719565, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being corrupted

EVENT time: 525.418317, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> ?jjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 528.957884, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> ????????????????????
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being corrupted

EVENT time: 530.508744, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> aaaaaaaaaaaaaaaaaa

EVENT time: 532.596179, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 535.960234, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 538.100375, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 999999
Packet ACK=> 0
Packet Msg=> oooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3

EVENT time: 538.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 11

```

```
Packet ACK=> 0
Packet Msg=> |1|1|1|1|1|1|1|1|1|1|1|1|1|1|1|1|
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 12
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnnnn
A: Resending DATA to B...
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> nnnnnnnnnnnnnnnnnnnnnnnn
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 14
Packet ACK=> 0
Packet Msg=> ooooooooooooooooooooooo
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppppp
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 2038004089
Packet ACK=> 2038004089
Packet Msg=> zzzzzzzzzzzzzzzzzzzzzz
TOLAYER3: packet being lost

EVENT time: 539.733482, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 546.895962, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> bbbbbbbbbbbbbbbbbbbb

EVENT time: 547.423322, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 999999
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqqqq
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 549.631855, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 557.155461, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> ?kkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 557.962584, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> cccccccccccccccccc

EVENT time: 558.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> kkkkkkkkkkkkkkkkkkkk
TOLAYER3: packet being corrupted
A: Resending DATA to B...
Packet SEQ_NUM=> 11
Packet ACK=> 0
Packet Msg=> |1|1|1|1|1|1|1|1|1|1|1|1|1|1|1|1|
TOLAYER3: packet being lost
```

[illegible]


```

Packet SEQ_NUM=> 15
Packet ACK=> 0
Packet Msg=> pppppppppppppppppppppp
TOLAYER3: packet being lost
A: Resending DATA to B...
Packet SEQ_NUM=> 2038004089
Packet ACK=> 2038004089
Packet Msg=> zzzzzzzzzzzzzzzzzzzzz
TOLAYER3: packet being lost

EVENT time: 578.465560, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 13
Packet ACK=> 0
Packet Msg=> ?nnnnnnnnnnnnnnnnnnnn
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 582.274239, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> ffffffffffffffffffff

EVENT time: 583.731956, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 14
Packet ACK=> 999999
Packet Msg=> oooooooooooooooooooooo
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 587.005097, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 0
Packet ACK=> 0
Packet Msg=> qqqqqqqqqqqqqqqqqqqq
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being corrupted

EVENT time: 588.922758, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 589.755547, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> gggggggggggggggggggg

EVENT time: 590.575274, type: 1, fromlayer5 entity: 0
A: Receiving MSG from layer 5...
####[DEBUG] DATA=> hhhhhhhhhhhhhhhhhhhh

EVENT time: 594.940977, type: 2, fromlayer3 entity: 0
A: Receiving ACK from B...
Packet SEQ_NUM=> 0
Packet ACK=> 3
A: ACK is corrupted.
A: Rejecting ACK from B... Waiting for new ACK 9

EVENT time: 596.481521, type: 2, fromlayer3 entity: 1
B: Receiving DATA from A...
Expected SEQ_NUM=> 4
Packet SEQ_NUM=> 10
Packet ACK=> 0
Packet Msg=> ?kkkkkkkkkkkkkkkkkkkk
B: Resending previous ACK to A...
Packet SEQ_NUM=> 0
Packet ACK=> 3
TOLAYER3: packet being lost

EVENT time: 598.238075, type: 0, timerinterrupt entity: 0
A: Resending DATA to B...
Packet SEQ_NUM=> 9
Packet ACK=> 0
Packet Msg=> jjjjjjjjjjjjjjjjjjjj
TOLAYER3: packet being lost
A: Resending DATA to B...

```

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=====
END SIMULATION STATISTICS
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