

## Name

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i. A short description of how you implemented your switch.

Ans. To implement the switch we are maintaining a Buffer of length, BUFFERLENGTH. Buffer has two indexes; readIndex and writeIndex. Till the readIndex is behind the writeIndex, we continue to read from the Buffer, which is a rollover buffer.

Parent switch thread, writes to the Buffer and then it forks a child thread that will read from the buffer. At the time of writing, it can overwrite unread data, if reading is slower. All threads sleep for short\_sleep.

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ii. The packet drop rate as indicated by our test harness.

Ans. 0% !!

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