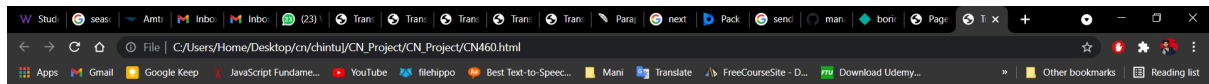


Out put of the project:

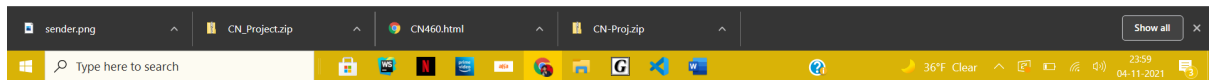
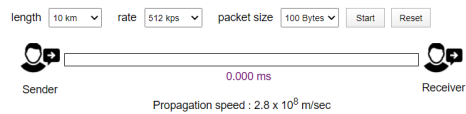
The below screen shorts shows the out put of different length, rate, packet size and the red bar movement at different time between from sender to receiver.

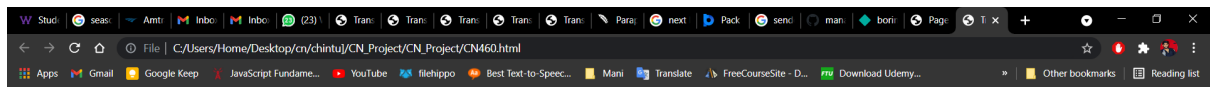


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

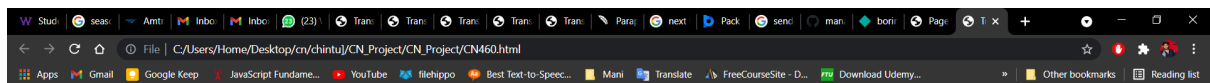
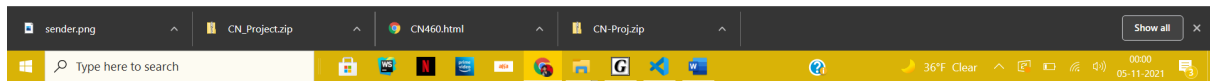
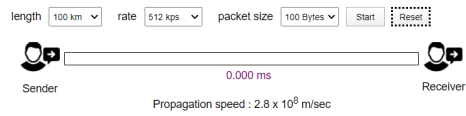




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

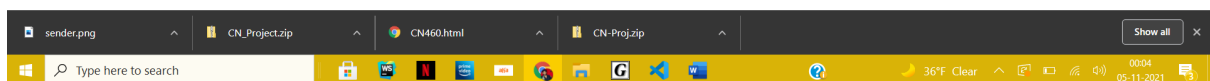
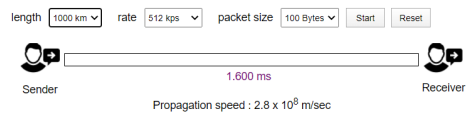
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

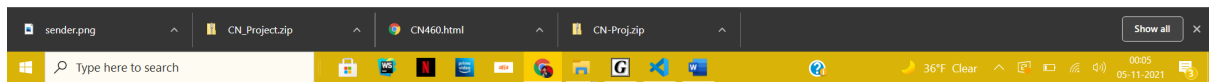


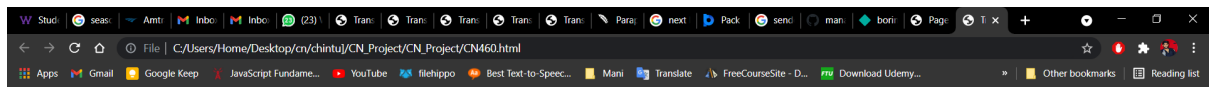
Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.



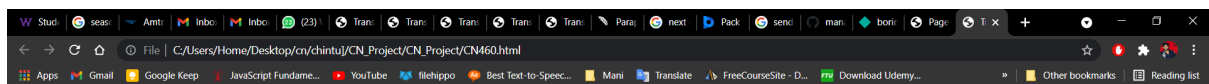
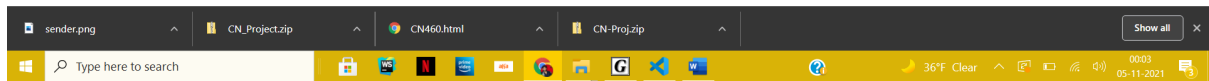
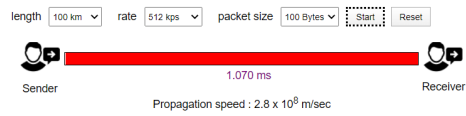




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

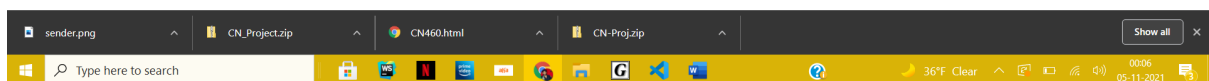
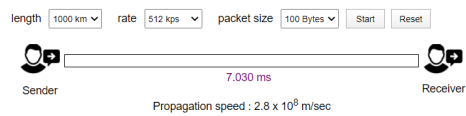
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

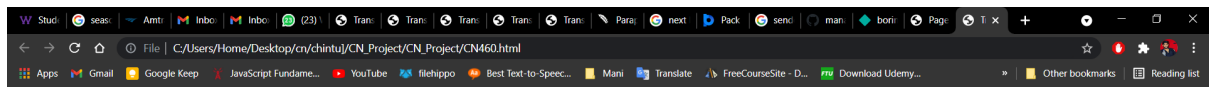


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

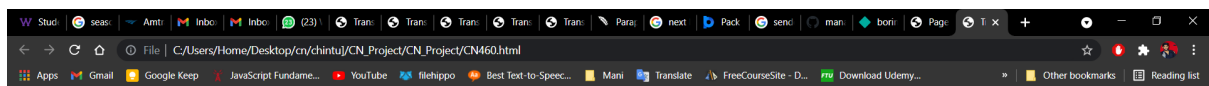
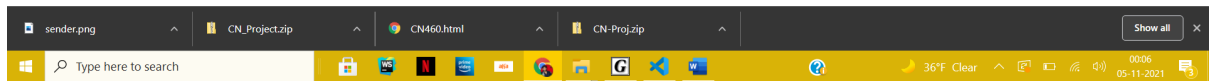
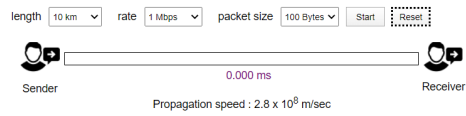




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

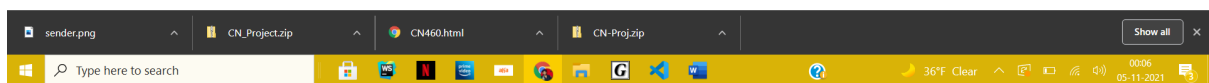
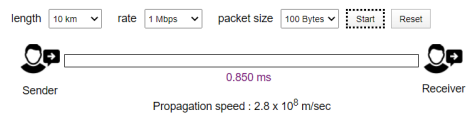
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

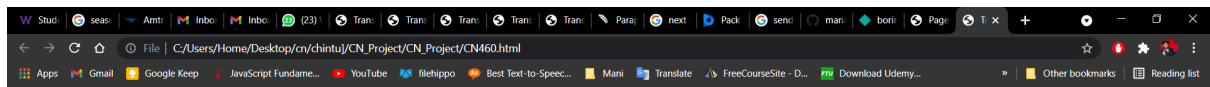


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

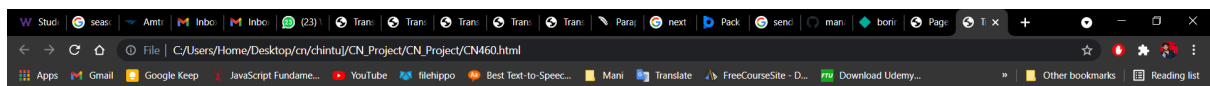
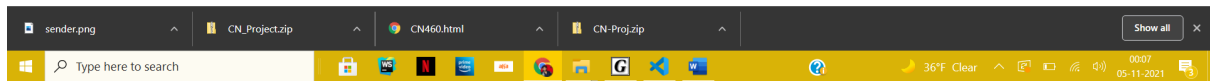
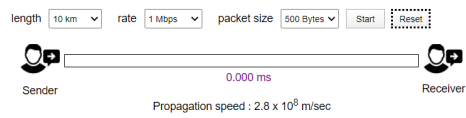




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

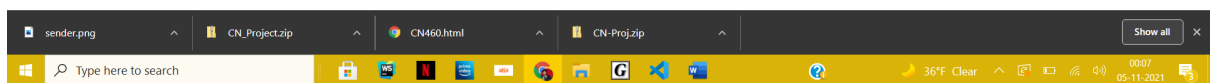
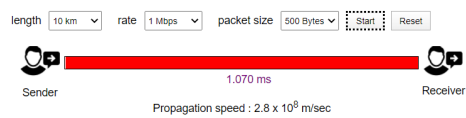
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

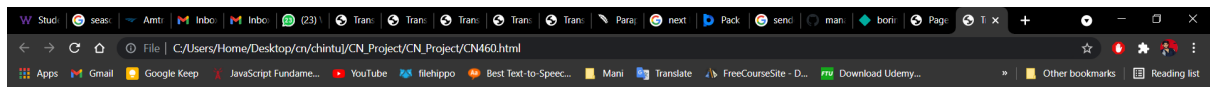


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

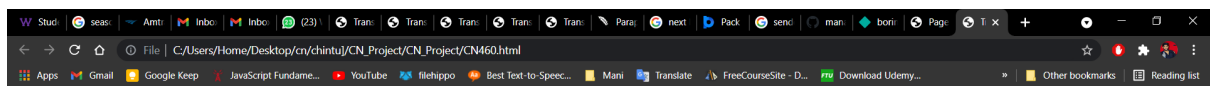
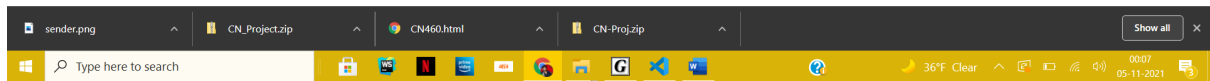
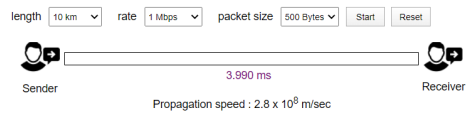




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer] networking: transmission delay versus propagation delay.

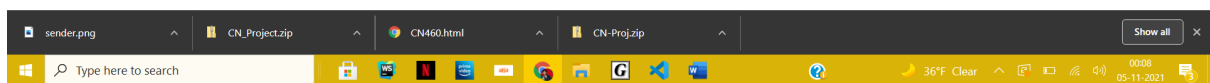
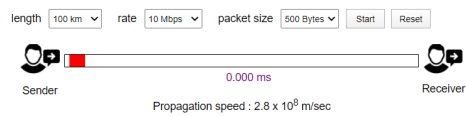
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

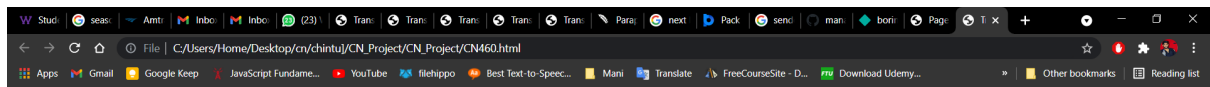


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer] networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

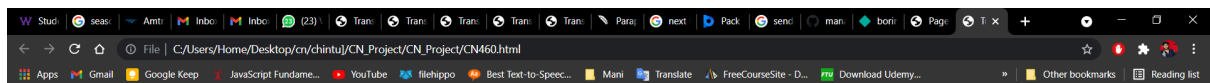
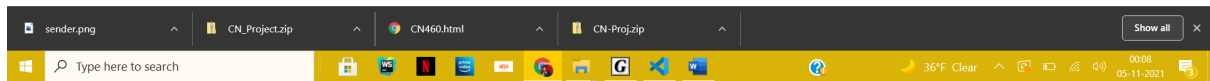
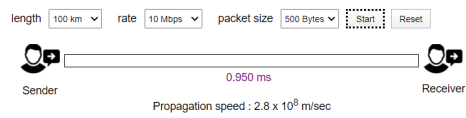




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

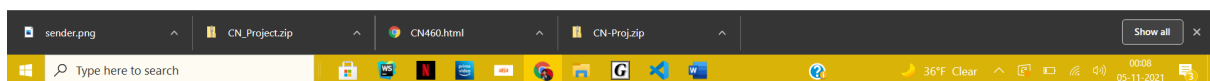
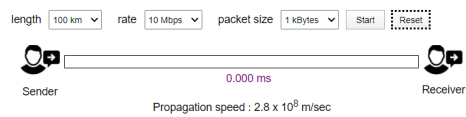
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

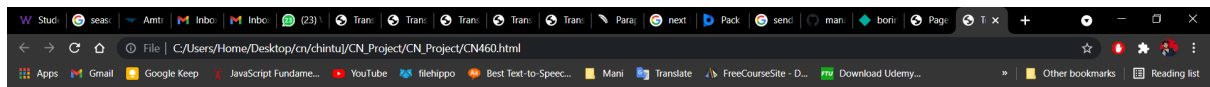


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

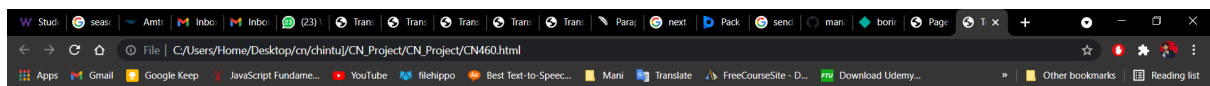
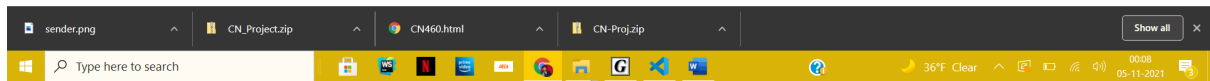
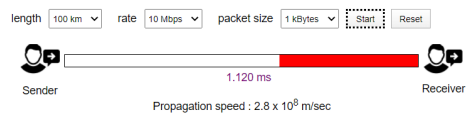




Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer] networking: transmission delay versus propagation delay.

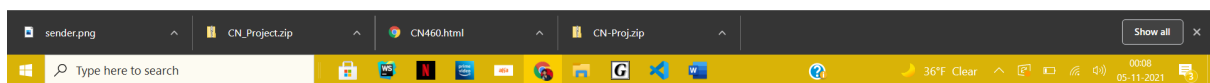
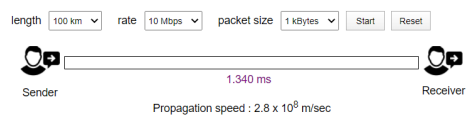
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

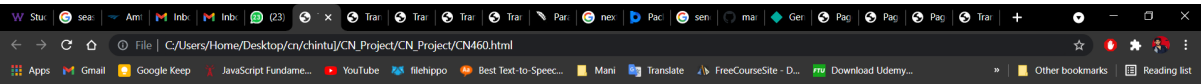


Transmission versus Propagation Delay

This short interactive animation depicts one of the most basic concepts in computer] networking: transmission delay versus propagation delay.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

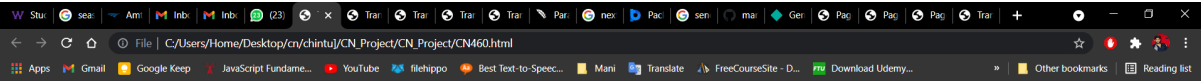
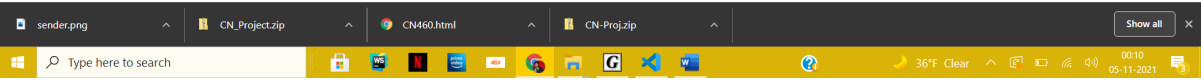
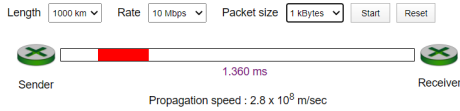




Transmission versus Propagation Delay

This simple interactive animation illustrates one of the most fundamental concepts in computer networking: transmission delay versus propagation delay. Although this concept is discussed in detail in Chapter 1, an "interactive animation speaks a thousand words". You set the length of the link, the packet size, and the transmission speed; the interactive animation shows the packet being sent from sender to receiver.

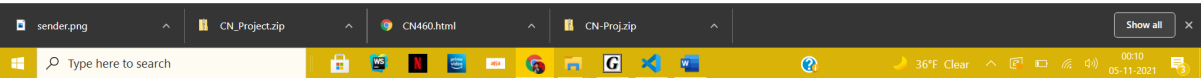
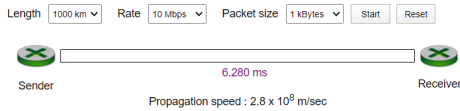
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

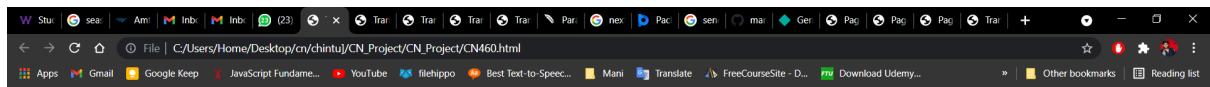


Transmission versus Propagation Delay

This simple interactive animation illustrates one of the most fundamental concepts in computer networking: transmission delay versus propagation delay. Although this concept is discussed in detail in Chapter 1, an "interactive animation speaks a thousand words". You set the length of the link, the packet size, and the transmission speed; the interactive animation shows the packet being sent from sender to receiver.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.





Transmission versus Propagation Delay

This simple interactive animation illustrates one of the most fundamental concepts in computer networking: transmission delay versus propagation delay. Although this concept is discussed in detail in Chapter 1, an "interactive animation speaks a thousand words". You set the length of the link, the packet size, and the transmission speed; the interactive animation shows the packet being sent from sender to receiver.

Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

