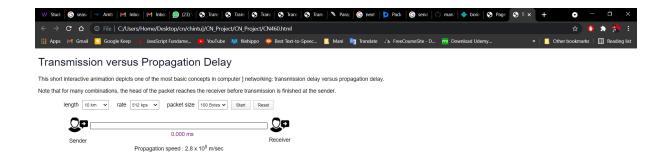
Out put of the project:

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.

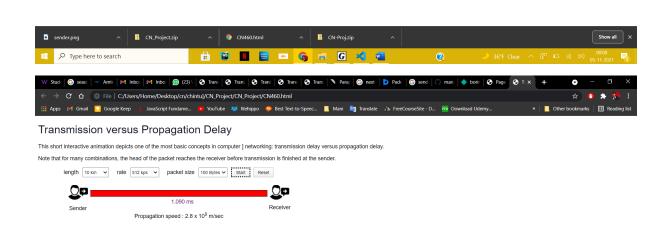






length 10 km v rate 512 kps v packet size 100 Bytes v Start Reset <u>O</u>p

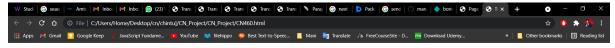












This short interactive animation depicts one of the most basic concepts in computer] networking: transmission delay versus propagation delay.

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

Propagation speed : 2.8 x 10⁸ m/sec



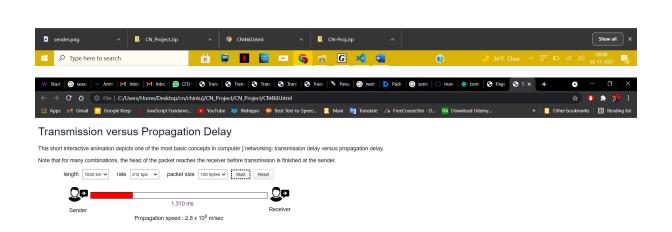




Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

length 100 km v rate 512 kps v packet size 100 Bytes v Start Reset



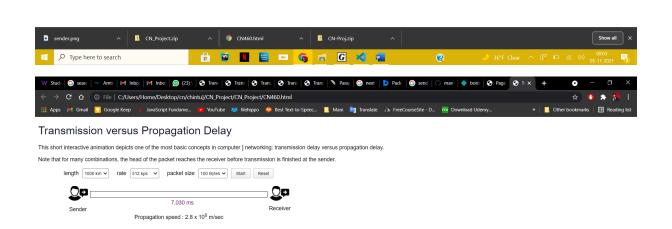






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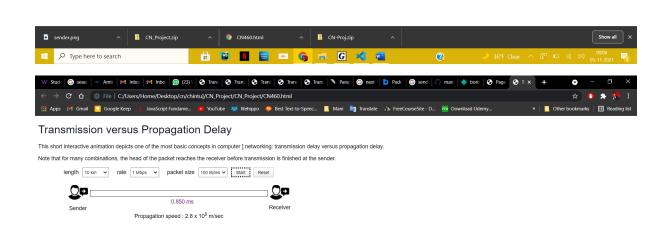




Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

| length | 10 km | v | rate | 1 kbps | v | packet size | 100 Bytes | Start | Reset |



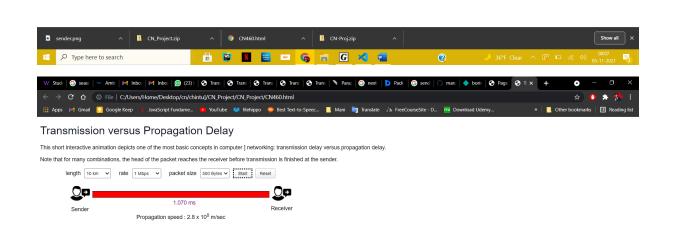






This short interactive animation depicts one of the most basic concepts in computer J networking: transmission delay versus propagation delay Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.



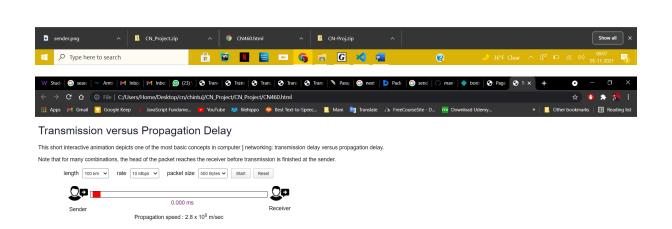




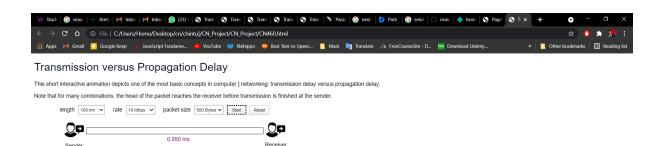


Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.













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.

Propagation speed : 2.8 x 10⁸ m/sec



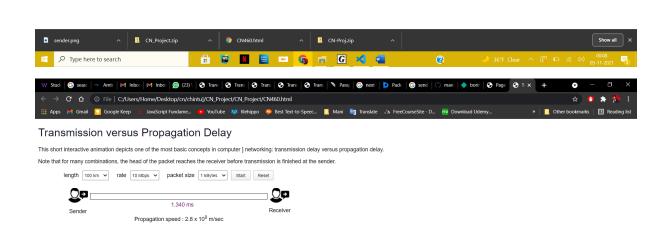




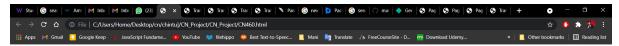
Note that for many combinations, the head of the packet reaches the receiver before transmission is finished at the sender.

| length | 100 km | v | rate | 10 Mbps | v | packet size | 1 kBytes | Start | Reset |









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.





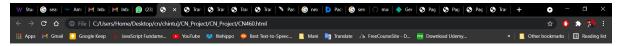
Transmission versus Propagation Delay

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