----- Stop and Wait Network Simulator Version 1.1 --------

CRC : 0

PiggyBack : 0

Generator polynomial : 1001

Enter the number of messages to simulate: 5

Enter packet loss probability [enter 0.0 for no loss]:0.2

Enter packet corruption probability [0.0 for no corruption]:0.3

Enter average time between messages from sender's layer5 [ > 0.0]:500

Enter TRACE:2

EVENT time: 46.784874, type: 1, fromlayer5 entity: 1

BBBBBBBBBBBBBBBBBB

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TOLAYER1: packet being corrupted

B --> (B\_output) frame going to layer1 , frame : aaaaaaaaaaaaaaaaaaa

EVENT time: 50.875423, type: 2, fromlayer3 entity: 0

frame type in A input 0

Zaaaaaaaaaaaaaaaaaa

A --> (A\_input) packet corrupted in B side

TOLAYER1: packet being corrupted

A --> (A\_input) nack is send to A

EVENT time: 56.964447, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zaaaaaaaaaaaaaaaaaa

B --> (B\_input) 1

B --> (B\_input) packet corrupted or got a nack

EVENT time: 61.784874, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

EVENT time: 67.221565, type: 2, fromlayer3 entity: 0

frame type in A input 0

aaaaaaaaaaaaaaaaaaa

A --> (A\_input) packet recieved : aaaaaaaaaaaaaaaaaaa

A --> (A\_input) sending packet to layer 5

A --> (A\_input) sending ack to B

TOLAYER1: packet being corrupted

EVENT time: 75.461227, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zaaaaaaaaaaaaaaaaaa

B --> (B\_input) packet corrupted in B side

B --> (B\_input) nack is send to A

EVENT time: 76.784874, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

EVENT time: 78.346268, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zaaaaaaaaaaaaaaaaaa

EVENT time: 85.232651, type: 2, fromlayer3 entity: 0

frame type in A input 0

aaaaaaaaaaaaaaaaaaa

A --> (A\_input) duplicate packet received

A --> (A\_input) nack is send to A

EVENT time: 90.063148, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start aaaaaaaaaaaaaaaaaaa

B --> (B\_input) 1

B --> (B\_input) Ack recieved from B .

EVENT time: 668.660522, type: 1, fromlayer5 entity: 0

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A --> (A\_output) frame going to layer1 , frame : bbbbbbbbbbbbbbbbbbb

EVENT time: 674.221924, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

B --> (B\_input) 0

B --> (B\_input) packet recieved : bbbbbbbbbbbbbbbbbbb

B --> (B\_input) sending packet to layer 5

B --> (B\_input) sending ack message to A

TOLAYER1: packet being lost

EVENT time: 683.660522, type: 0, timerinterrupt entity: 0

A --> (A\_timerinterrupt) A timer , retransmission

EVENT time: 689.608093, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

B --> (B\_input) 0

B --> (B\_input) duplicate packet received

B --> (B\_input) nack is send to A

EVENT time: 691.805908, type: 2, fromlayer3 entity: 0

frame type in A input 1

bbbbbbbbbbbbbbbbbbb

A --> (A\_input) Ack recieved from B .

EVENT time: 988.250366, type: 1, fromlayer5 entity: 0

AAAAAAAAAAAAAAAAAAAAAAAAAA

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TOLAYER1: packet being corrupted

A --> (A\_output) frame going to layer1 , frame : ccccccccccccccccccc

EVENT time: 988.769165, type: 1, fromlayer5 entity: 1

BBBBBBBBBBBBBBBBBB

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TOLAYER1: packet being corrupted

B --> (B\_output) frame going to layer1 , frame : ddddddddddddddddddd

EVENT time: 991.628723, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start Zcccccccccccccccccc

B --> (B\_input) packet corrupted in B side

TOLAYER1: packet being corrupted

B --> (B\_input) nack is send to A

EVENT time: 996.923706, type: 2, fromlayer3 entity: 0

frame type in A input 0

ddddddddddddddddddd

A --> (A\_input) packet corrupted in B side

A --> (A\_input) nack is send to A

EVENT time: 1003.005066, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start ddddddddddddddddddd

B --> (B\_input) 1

B --> (B\_input) packet corrupted or got a nack

EVENT time: 1003.250366, type: 0, timerinterrupt entity: 0

A --> (A\_timerinterrupt) A timer , retransmission

EVENT time: 1003.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

TOLAYER1: packet being lost

EVENT time: 1006.558655, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zcccccccccccccccccc

A --> (A\_input) packet corrupted in B side

TOLAYER1: packet being corrupted

A --> (A\_input) nack is send to A

EVENT time: 1007.802063, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start ccccccccccccccccccc

B --> (B\_input) 0

B --> (B\_input) packet recieved : ccccccccccccccccccc

B --> (B\_input) sending packet to layer 5

B --> (B\_input) sending ack message to A

EVENT time: 1013.497742, type: 2, fromlayer3 entity: 0

frame type in A input 1

ccccccccccccccccccc

A --> (A\_input) Ack recieved from B .

EVENT time: 1015.513794, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zcccccccccccccccccc

B --> (B\_input) 1

B --> (B\_input) packet corrupted or got a nack

EVENT time: 1018.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

TOLAYER1: packet being corrupted

EVENT time: 1026.622925, type: 2, fromlayer3 entity: 0

frame type in A input 0

Zdddddddddddddddddd

A --> (A\_input) packet corrupted in B side

TOLAYER1: packet being lost

A --> (A\_input) nack is send to A

EVENT time: 1033.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

TOLAYER1: packet being corrupted

EVENT time: 1043.292847, type: 2, fromlayer3 entity: 0

frame type in A input 0

Zdddddddddddddddddd

A --> (A\_input) packet corrupted in B side

TOLAYER1: packet being lost

A --> (A\_input) nack is send to A

EVENT time: 1048.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

TOLAYER1: packet being lost

EVENT time: 1063.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

EVENT time: 1064.929810, type: 2, fromlayer3 entity: 0

frame type in A input 0

ddddddddddddddddddd

A --> (A\_input) packet recieved : ddddddddddddddddddd

A --> (A\_input) sending packet to layer 5

A --> (A\_input) sending ack to B

TOLAYER1: packet being corrupted

EVENT time: 1069.126099, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zdddddddddddddddddd

B --> (B\_input) packet corrupted in B side

TOLAYER1: packet being lost

B --> (B\_input) nack is send to A

EVENT time: 1078.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

EVENT time: 1080.312744, type: 2, fromlayer3 entity: 0

frame type in A input 0

ddddddddddddddddddd

A --> (A\_input) duplicate packet received

TOLAYER1: packet being lost

A --> (A\_input) nack is send to A

EVENT time: 1093.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

EVENT time: 1099.687012, type: 2, fromlayer3 entity: 0

frame type in A input 0

ddddddddddddddddddd

A --> (A\_input) duplicate packet received

TOLAYER1: packet being corrupted

A --> (A\_input) nack is send to A

EVENT time: 1107.081787, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zdddddddddddddddddd

B --> (B\_input) packet corrupted in B side

TOLAYER1: packet being lost

B --> (B\_input) nack is send to A

EVENT time: 1108.769165, type: 0, timerinterrupt entity: 1

B --> (B\_timerinterrupt) B timer , retransmission

EVENT time: 1113.451904, type: 2, fromlayer3 entity: 0

frame type in A input 0

ddddddddddddddddddd

A --> (A\_input) duplicate packet received

A --> (A\_input) nack is send to A

EVENT time: 1116.420410, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start ddddddddddddddddddd

B --> (B\_input) 1

B --> (B\_input) Ack recieved from B .

EVENT time: 1875.301392, type: 1, fromlayer5 entity: 0

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A --> (A\_output) frame going to layer1 , frame : eeeeeeeeeeeeeeeeeee

EVENT time: 1881.456055, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start eeeeeeeeeeeeeeeeeee

B --> (B\_input) 0

B --> (B\_input) packet recieved : eeeeeeeeeeeeeeeeeee

B --> (B\_input) sending packet to layer 5

B --> (B\_input) sending ack message to A

TOLAYER1: packet being corrupted

EVENT time: 1890.117554, type: 2, fromlayer3 entity: 0

frame type in A input 1

Zeeeeeeeeeeeeeeeeee

A --> (A\_input) Ack recieved from B .

Simulator terminated at time 1890.117554

after sending 5 msgs from layer5

Process returned 76 (0x4C) execution time : 29.512 s

Press any key to continue.