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

CRC : 0

PiggyBack : 1

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]:100

Enter TRACE:2

EVENT time: 9.356975, 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: 13.447523, 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: 19.536547, 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: 24.356976, type: 0, timerinterrupt entity: 1

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

EVENT time: 29.793665, 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

piggyback

EVENT time: 39.356976, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being corrupted

EVENT time: 47.596638, type: 2, fromlayer3 entity: 0

frame type in A input 0

Zaaaaaaaaaaaaaaaaaa

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

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

EVENT time: 50.481674, 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: 54.356976, type: 0, timerinterrupt entity: 1

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

EVENT time: 61.243355, 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: 66.073853, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start aaaaaaaaaaaaaaaaaaa

B --> (B\_input) 1

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

EVENT time: 69.356979, type: 0, timerinterrupt entity: 1

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

EVENT time: 73.454941, type: 2, fromlayer3 entity: 0

frame type in A input 0

aaaaaaaaaaaaaaaaaaa

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

TOLAYER1: packet being corrupted

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

EVENT time: 77.452652, 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: 84.356979, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being lost

EVENT time: 86.787682, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zaaaaaaaaaaaaaaaaaa

EVENT time: 99.356979, type: 0, timerinterrupt entity: 1

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

EVENT time: 100.361649, type: 2, fromlayer3 entity: 0

frame type in A input 0

aaaaaaaaaaaaaaaaaaa

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

TOLAYER1: packet being corrupted

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

EVENT time: 103.739990, 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: 105.267349, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zaaaaaaaaaaaaaaaaaa

EVENT time: 114.356979, type: 0, timerinterrupt entity: 1

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

EVENT time: 116.276840, type: 2, fromlayer3 entity: 0

frame type in A input 0

aaaaaaaaaaaaaaaaaaa

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

TOLAYER1: packet being corrupted

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

EVENT time: 125.911812, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start aaaaaaaaaaaaaaaaaaa

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

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

EVENT time: 129.356979, type: 0, timerinterrupt entity: 1

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

EVENT time: 131.993149, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

aaaaaaaaaaaaaaaaaaa

EVENT time: 133.732101, type: 1, fromlayer5 entity: 0

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

EVENT time: 135.536880, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

B --> (B\_input) Ack & data received from A \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*.

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

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

EVENT time: 136.544861, 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: 142.240555, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start aaaaaaaaaaaaaaaaaaa

B --> (B\_input) 1

Warning: unable to cancel your timer. It wasn't running.

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

EVENT time: 148.732101, type: 0, timerinterrupt entity: 0

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

TOLAYER1: packet being corrupted

EVENT time: 156.585861, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start Zbbbbbbbbbbbbbbbbbb

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

TOLAYER1: packet being lost

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

EVENT time: 163.414398, type: 1, fromlayer5 entity: 1

BBBBBBBBBBBBBBBBBB

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piggyback == 1 && have\_piggyback\_frame\_B == 1

TOLAYER1: packet being lost

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

EVENT time: 163.732101, type: 0, timerinterrupt entity: 0

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

TOLAYER1: packet being lost

EVENT time: 178.414398, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being lost

EVENT time: 178.732101, type: 0, timerinterrupt entity: 0

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

TOLAYER1: packet being lost

EVENT time: 193.414398, type: 0, timerinterrupt entity: 1

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

EVENT time: 193.732101, type: 0, timerinterrupt entity: 0

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

TOLAYER1: packet being corrupted

EVENT time: 194.575073, type: 2, fromlayer3 entity: 0

frame type in A input 2

ccccccccccccccccccc

A --> (A\_input) duplicate packet received or nack receive

TOLAYER1: packet being lost

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

EVENT time: 197.928391, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start Zbbbbbbbbbbbbbbbbbb

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

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

EVENT time: 199.471954, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zbbbbbbbbbbbbbbbbbb

EVENT time: 208.414398, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being lost

EVENT time: 208.732101, type: 0, timerinterrupt entity: 0

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

EVENT time: 214.650009, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

B --> (B\_input) duplicate packet received or nack receive

1 0

TOLAYER1: packet being corrupted

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

EVENT time: 222.044800, type: 2, fromlayer3 entity: 0

frame type in A input 1

Zbbbbbbbbbbbbbbbbbb

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

TOLAYER1: packet being lost

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

EVENT time: 223.414398, type: 0, timerinterrupt entity: 1

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

EVENT time: 223.732101, type: 0, timerinterrupt entity: 0

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

EVENT time: 226.700638, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

B --> (B\_input) duplicate packet received or nack receive

1 0

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

EVENT time: 228.097122, type: 2, fromlayer3 entity: 0

frame type in A input 2

ccccccccccccccccccc

A --> (A\_input) duplicate packet received or nack receive

TOLAYER1: packet being corrupted

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

EVENT time: 234.251785, type: 2, fromlayer3 entity: 0

frame type in A input 1

bbbbbbbbbbbbbbbbbbb

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

EVENT time: 236.758667, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zcccccccccccccccccc

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

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

EVENT time: 238.414398, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being corrupted

EVENT time: 243.777985, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zcccccccccccccccccc

EVENT time: 245.564362, type: 2, fromlayer3 entity: 0

frame type in A input 2

Zcccccccccccccccccc

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

TOLAYER1: packet being corrupted

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

EVENT time: 251.800049, 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: 253.414398, type: 0, timerinterrupt entity: 1

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

EVENT time: 257.369263, type: 2, fromlayer3 entity: 0

frame type in A input 2

ccccccccccccccccccc

A --> (A\_input) duplicate packet received or nack receive

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

EVENT time: 259.316589, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start ccccccccccccccccccc

B --> (B\_input) 1

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

EVENT time: 315.878754, type: 1, fromlayer5 entity: 1

BBBBBBBBBBBBBBBBBB

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piggyback == 1 && have\_piggyback\_frame\_B == 1

TOLAYER1: packet being corrupted

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

EVENT time: 324.195862, type: 2, fromlayer3 entity: 0

frame type in A input 2

ddddddddddddddddddd

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

TOLAYER1: packet being lost

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

EVENT time: 330.878754, type: 0, timerinterrupt entity: 1

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

EVENT time: 334.963806, type: 2, fromlayer3 entity: 0

frame type in A input 2

ddddddddddddddddddd

A --> (A\_input) duplicate packet received or nack receive

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

EVENT time: 335.975067, 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: 345.878754, type: 0, timerinterrupt entity: 1

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

EVENT time: 348.909912, type: 2, fromlayer3 entity: 0

frame type in A input 2

ddddddddddddddddddd

A --> (A\_input) duplicate packet received or nack receive

TOLAYER1: packet being corrupted

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

EVENT time: 353.097961, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start ddddddddddddddddddd

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

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

EVENT time: 360.878754, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being lost

EVENT time: 363.033417, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

ddddddddddddddddddd

EVENT time: 375.878754, type: 0, timerinterrupt entity: 1

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

EVENT time: 384.908905, type: 2, fromlayer3 entity: 0

frame type in A input 2

ddddddddddddddddddd

A --> (A\_input) duplicate packet received or nack receive

TOLAYER1: packet being lost

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

EVENT time: 390.878754, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being corrupted

EVENT time: 394.958862, type: 2, fromlayer3 entity: 0

frame type in A input 2

Zdddddddddddddddddd

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

TOLAYER1: packet being corrupted

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

EVENT time: 399.495483, 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 corrupted

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

EVENT time: 404.539673, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zdddddddddddddddddd

EVENT time: 405.878754, type: 0, timerinterrupt entity: 1

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

EVENT time: 415.467316, type: 2, fromlayer3 entity: 0

frame type in A input 2

ddddddddddddddddddd

A --> (A\_input) duplicate packet received or nack receive

TOLAYER1: packet being corrupted

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

EVENT time: 419.953644, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zdddddddddddddddddd

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

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

EVENT time: 420.878754, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being lost

EVENT time: 423.247650, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zdddddddddddddddddd

EVENT time: 435.878754, type: 0, timerinterrupt entity: 1

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

EVENT time: 439.700958, type: 2, fromlayer3 entity: 0

frame type in A input 2

ddddddddddddddddddd

A --> (A\_input) duplicate packet received or nack receive

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

EVENT time: 446.522797, 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: 450.878754, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being corrupted

EVENT time: 452.722809, type: 2, fromlayer3 entity: 0

frame type in A input 2

Zdddddddddddddddddd

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

TOLAYER1: packet being corrupted

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

EVENT time: 461.051178, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zdddddddddddddddddd

B --> (B\_input) 1

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

EVENT time: 486.062164, type: 1, fromlayer5 entity: 0

AAAAAAAAAAAAAAAAAAAAAAAAAA

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

EVENT time: 492.412384, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start eeeeeeeeeeeeeeeeeee

Warning: unable to cancel your timer. It wasn't running.

B --> (B\_input) Ack & data received from A \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*.

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

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

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

EVENT time: 501.062164, type: 0, timerinterrupt entity: 0

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

TOLAYER1: packet being corrupted

EVENT time: 501.800964, type: 2, fromlayer3 entity: 0

frame type in A input 1

eeeeeeeeeeeeeeeeeee

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

EVENT time: 509.981903, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 2

B --> (B\_input) start eeeeeeeeeeeeeeeeeee

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

TOLAYER1: packet being lost

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

Simulator terminated at time 509.981903

after sending 5 msgs from layer5

Process returned 75 (0x4B) execution time : 37.902 s

Press any key to continue.