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

CRC : 1

PiggyBack : 0

Generator polynomial : 1001

Enter the number of messages to simulate: 2

Enter packet loss probability [enter 0.0 for no loss]:0

Enter packet corruption probability [0.0 for no corruption]:0.5

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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data : 1100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000000000

generator polynomial : 1001

in crc rem : 100

rem : 4

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

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000000100

generator polynomial : 1001

in crc rem : 100

crc rem after receive : 4

error occur

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

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000010000000000000001000

generator polynomial : 1001

in crc rem : 011

rem : 3

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

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000010000000000000001011

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

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

Check in receiver :

data : 1100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000000100

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

data : 1100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000001110100001111010100100100100011000

generator polynomial : 1001

in crc rem : 000

rem : 0

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

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 001

crc rem after receive : 1

error occur

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

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000011110100001111010100100100100011000

generator polynomial : 1001

in crc rem : 110

rem : 6

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

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

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

TOLAYER1: packet being corrupted

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

frame type in A input 1950173475

Zaaaaaaaaaaaaaaaaaa

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000011110100001111010100100100100011110

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

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

frame type in A input 0

Zaaaaaaaaaaaaaaaaaa

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000000100

generator polynomial : 1001

in crc rem : 100

crc rem after receive : 4

error occur

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

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 001

rem : 1

TOLAYER1: packet being corrupted

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

EVENT time: 91.784874, type: 0, timerinterrupt entity: 1

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

TOLAYER1: packet being corrupted

EVENT time: 93.261917, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zaaaaaaaaaaaaaaaaaa

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000001001

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

B --> (B\_input) 1

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

EVENT time: 97.346260, type: 2, fromlayer3 entity: 0

frame type in A input 0

Zaaaaaaaaaaaaaaaaaa

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000000100

generator polynomial : 1001

in crc rem : 100

crc rem after receive : 4

error occur

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

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 001

rem : 1

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

EVENT time: 103.293831, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zaaaaaaaaaaaaaaaaaa

Check in receiver :

data : 1011010110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001110000111000011100001000000000000000000000000000000000000000000000001001

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

B --> (B\_input) 1

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

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

AAAAAAAAAAAAAAAAAAAAAAAAAA

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data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000000000

generator polynomial : 1001

in crc rem : 111

rem : 7

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

EVENT time: 670.858337, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000000111

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

B --> (B\_input) 0

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 110

rem : 6

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 corrupted

EVENT time: 680.505920, type: 2, fromlayer3 entity: 0

frame type in A input 1

Zbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1011010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001110

generator polynomial : 1001

in crc rem : 111

crc rem after receive : 7

error occur

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

data : 1011010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 001

rem : 1

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

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

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

EVENT time: 688.248413, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 1

B --> (B\_input) start Zbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1011010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001001

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

B --> (B\_input) 1

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

EVENT time: 694.735413, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000000111

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

B --> (B\_input) 0

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

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 110

rem : 6

TOLAYER1: packet being corrupted

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

EVENT time: 698.660522, type: 0, timerinterrupt entity: 0

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

TOLAYER1: packet being corrupted

EVENT time: 704.336609, type: 2, fromlayer3 entity: 0

frame type in A input 1

bbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 11000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000100000000000000000111101000010001111110000000000000001110

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

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

EVENT time: 706.799683, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start Zbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1011010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000000111

generator polynomial : 1001

in crc rem : 111

crc rem after receive : 7

error occur

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

data : 1011010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000001110100001111010100100100100011000

generator polynomial : 1001

in crc rem : 100

rem : 4

TOLAYER1: packet being corrupted

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

EVENT time: 712.385498, type: 2, fromlayer3 entity: 0

frame type in A input 1950173475

Zbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1011010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000001110100001111010100100100100011100

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

EVENT time: 713.660522, type: 0, timerinterrupt entity: 0

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

EVENT time: 719.991272, type: 2, fromlayer3 entity: 1

B --> (B\_input) frame 0

B --> (B\_input) start bbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000000111

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

B --> (B\_input) 0

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

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001000

generator polynomial : 1001

in crc rem : 110

rem : 6

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

EVENT time: 724.305664, type: 2, fromlayer3 entity: 0

frame type in A input 1

bbbbbbbbbbbbbbbbbbb

Check in receiver :

data : 1100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010110001011000101100010000000000000000000000000000000000000000000000001110

generator polynomial : 1001

in crc rem : 000

crc rem after receive : 0

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

Simulator terminated at time 724.305664

after sending 2 msgs from layer5

Process returned 75 (0x4B) execution time : 31.734 s

Press any key to continue.