

USER GUIDE

The aim of the project is to design a developer environment to conveniently investigate behavior of a protocol.

User must define:

- Entity
 - o Number of entities within a system
 - o Names of entities
- what actions entity is supposed to do.
- Length of the queue parameter
- Wait parameter
 - o It specifies how long loop is supposed to wait for some action
 - o Maximum wait length

Client can send and receive signal.

Program commands:

- SEND "message_from_user" to entity_name
- LISTEN "message_from_user" from entity_name
- LISTEN "message_from_user" from every_entity

Entity code example:

```
0:
    SEND ' DHCP DISCOVER' to 3;
1:
    LISTEN ' DHCP OFFER' from 3;
2:
    SEND ' DHCP OFFER' to 3;
3:
    LISTEN ' DHCP ACKNOWLEDGE' from 3;
4:
    END;
```