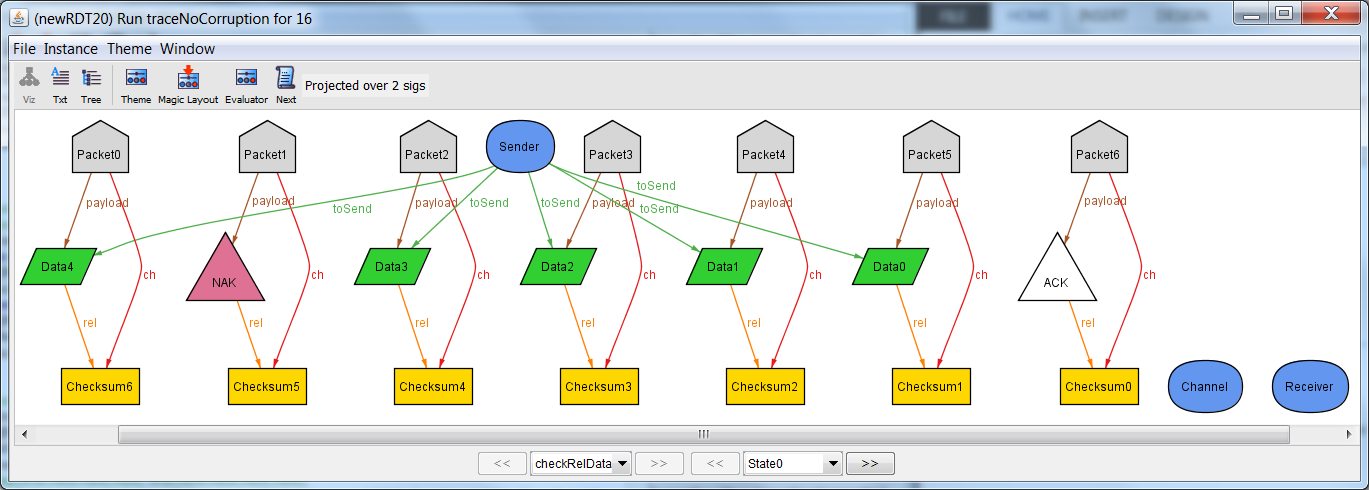
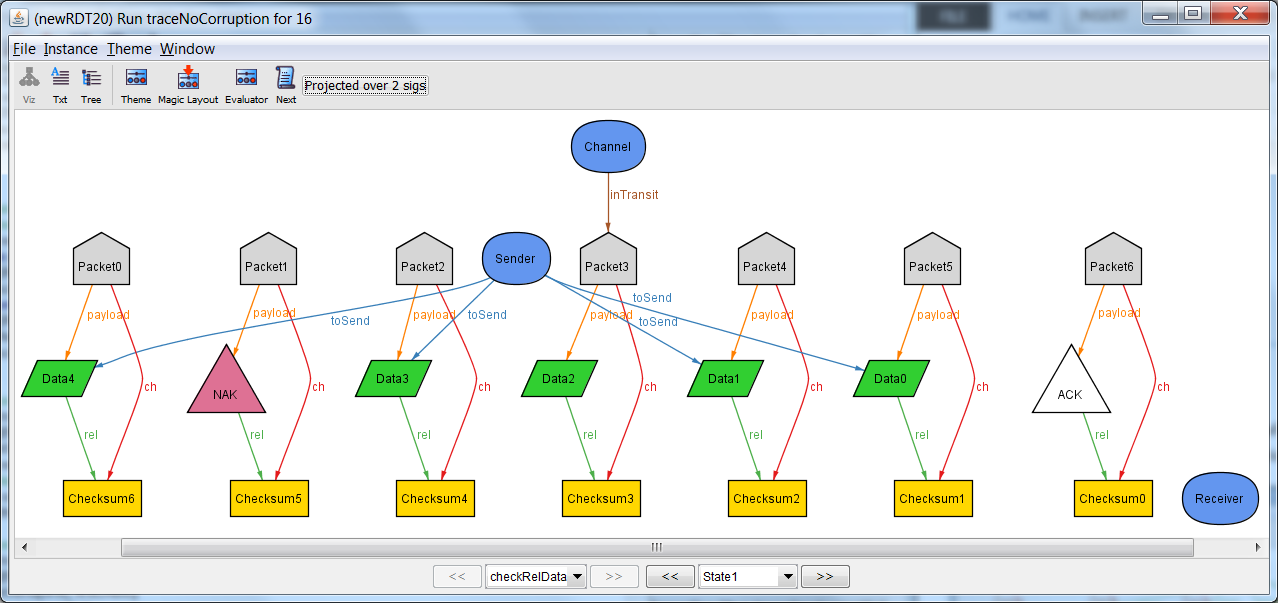
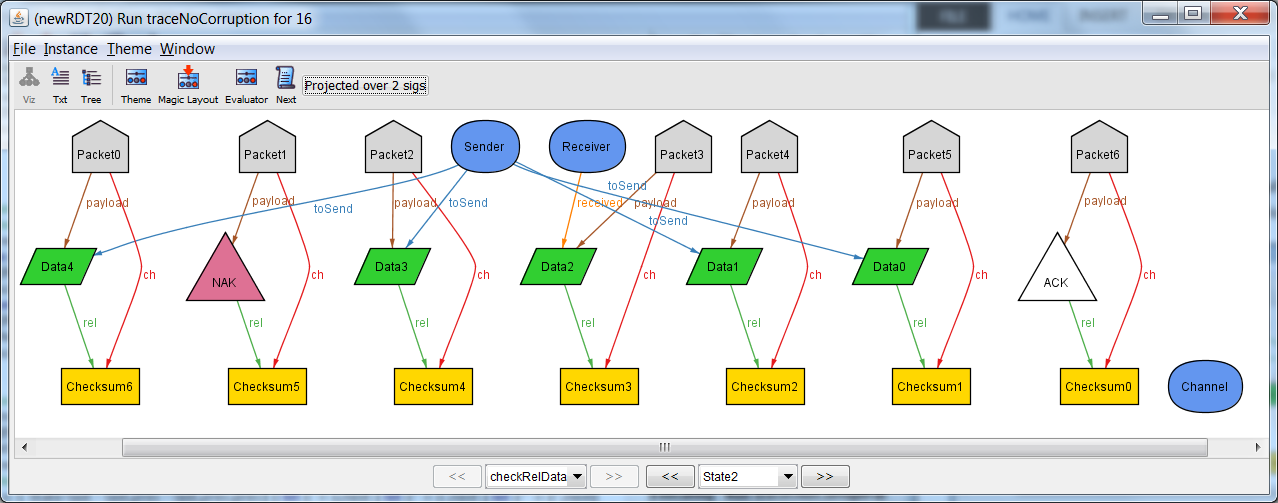
Project Sprint 2

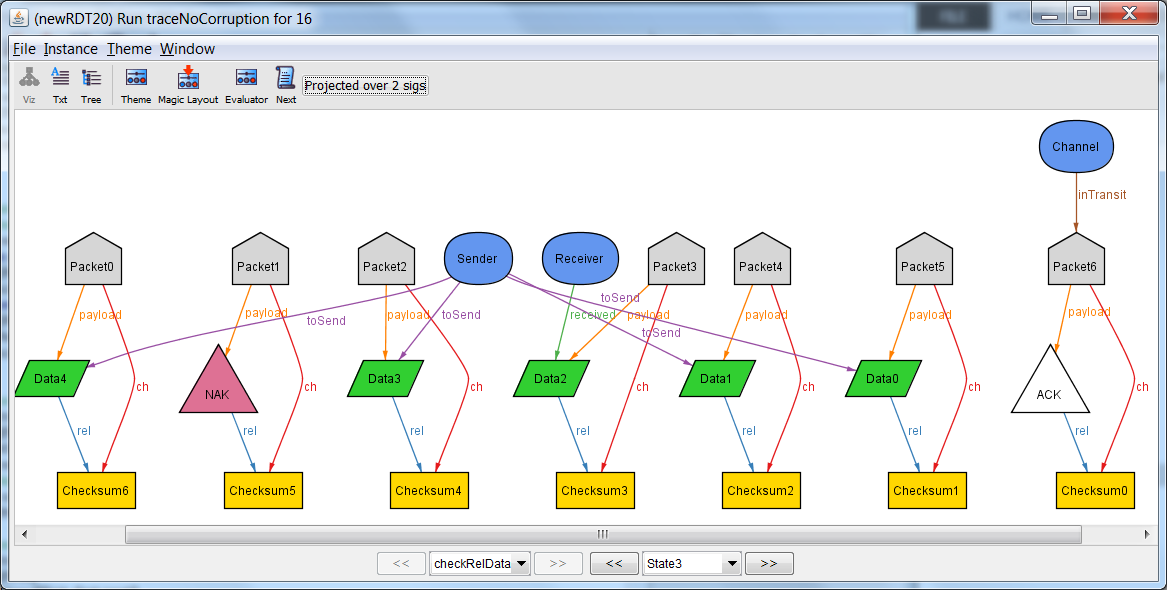
# Property 1a

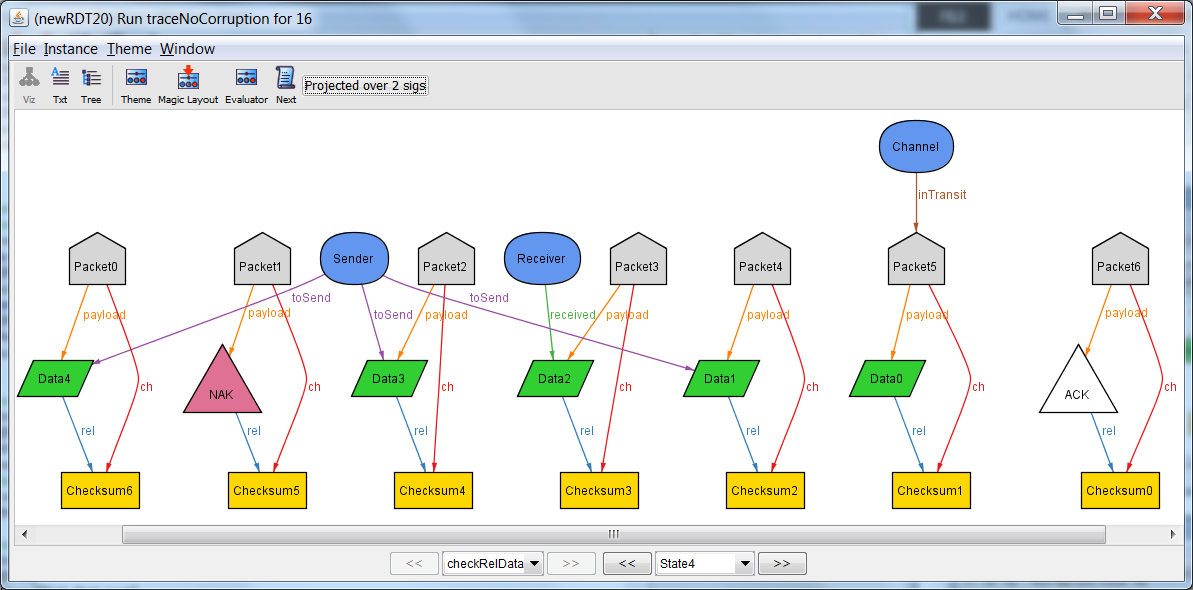
Shows a trace were no data is corrupted and the model succeeds in transferring all the data. Property 1 holds here.

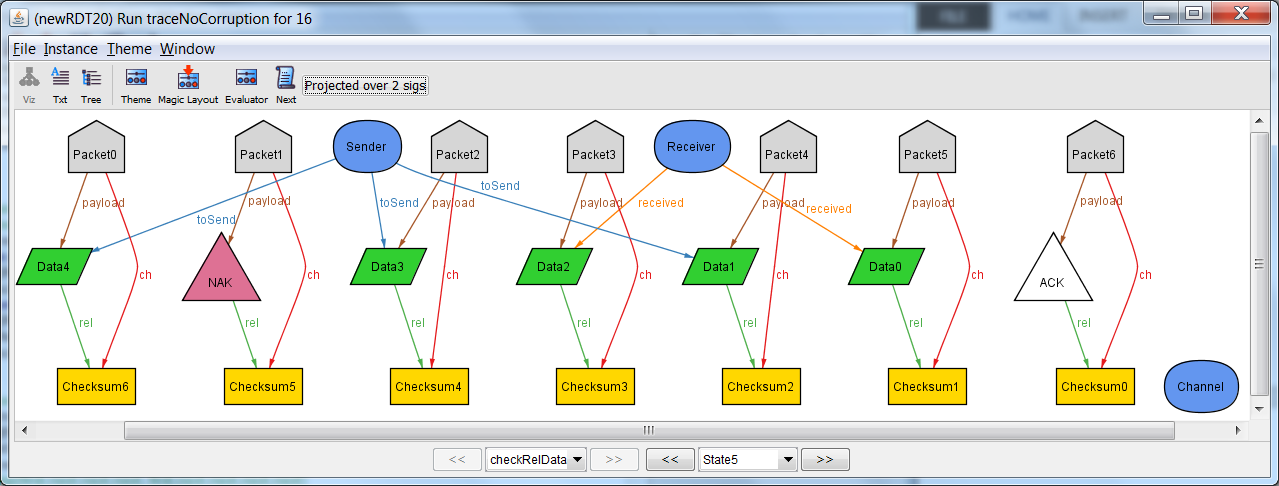


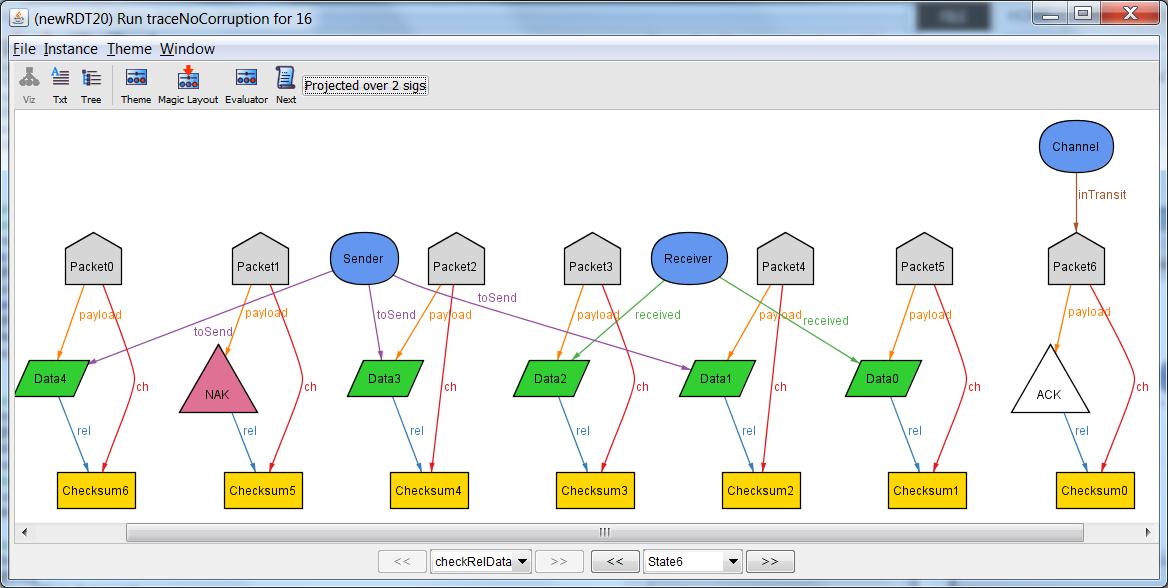


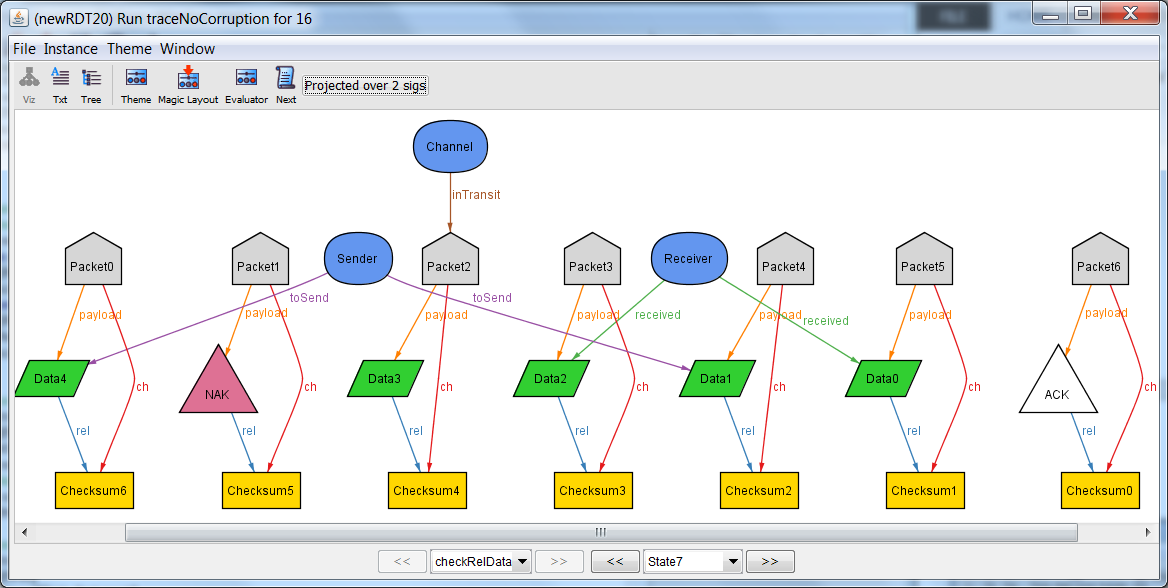


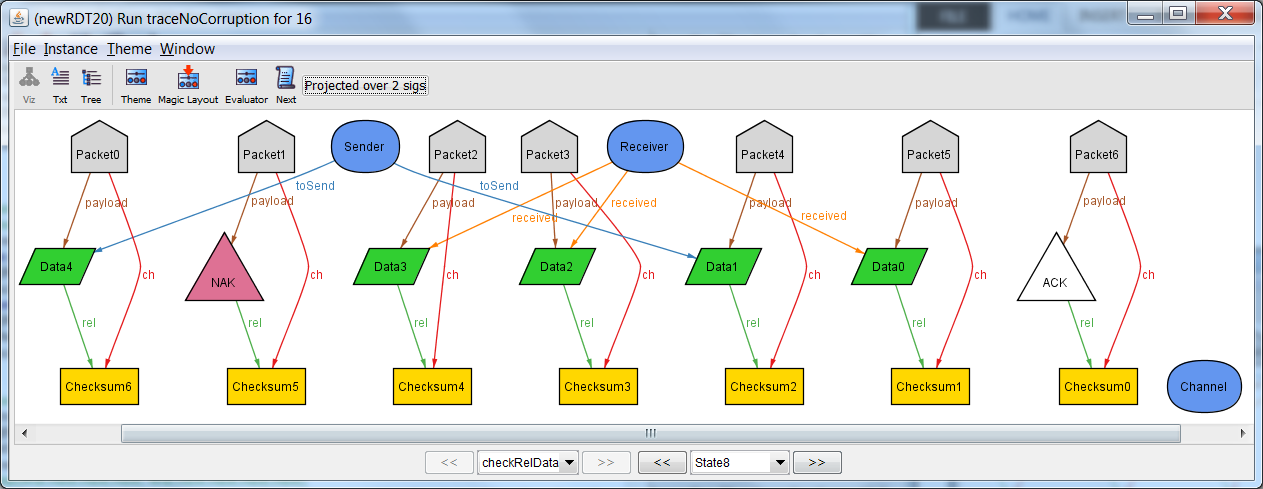


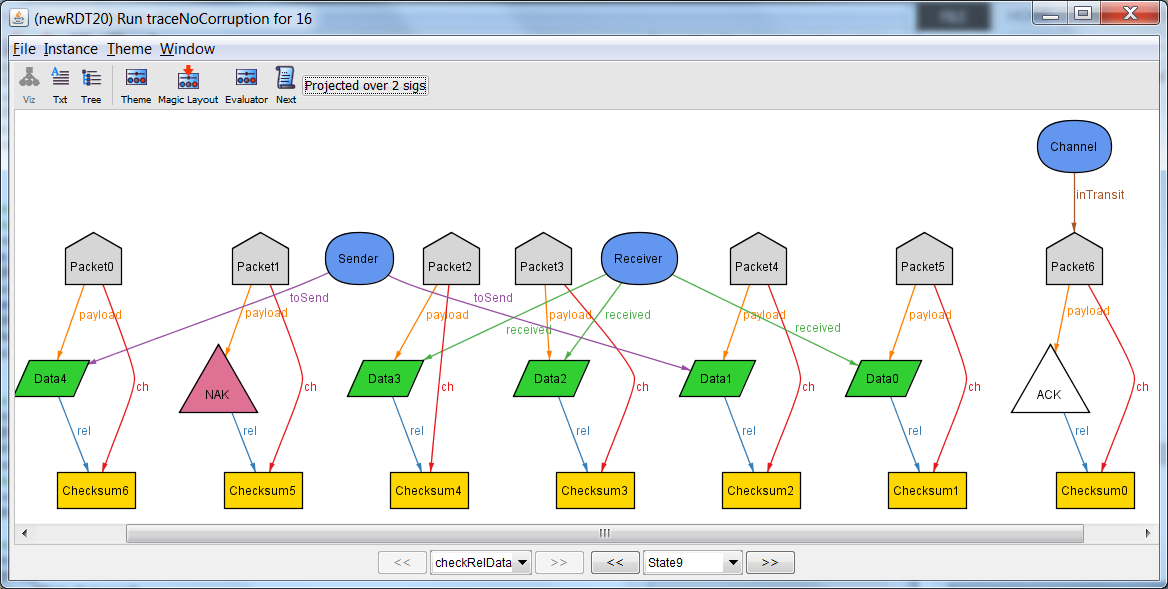


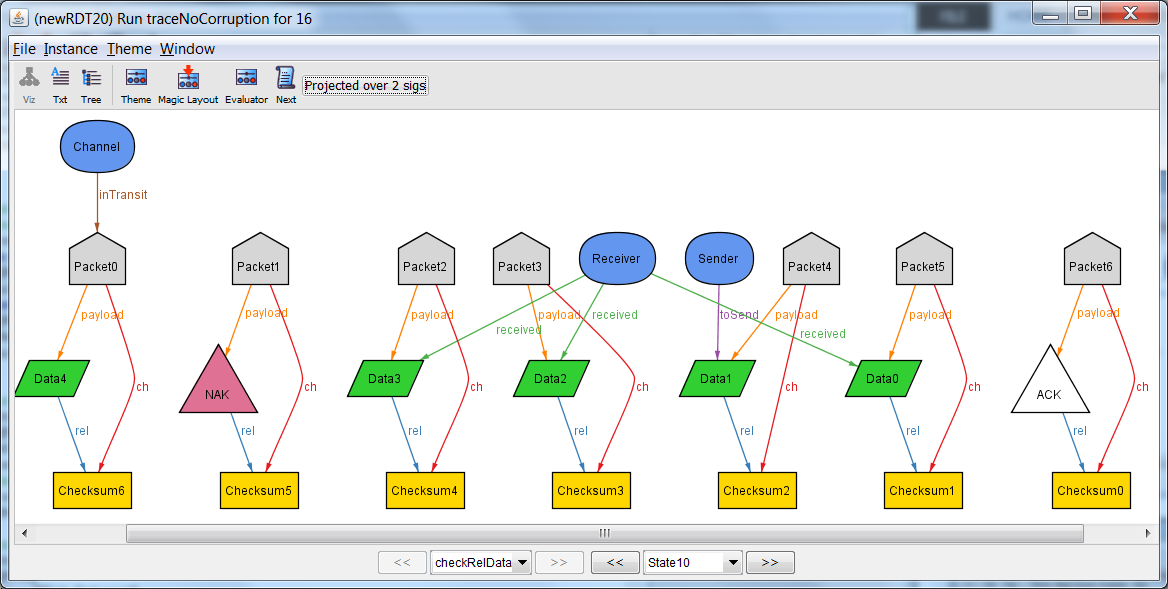


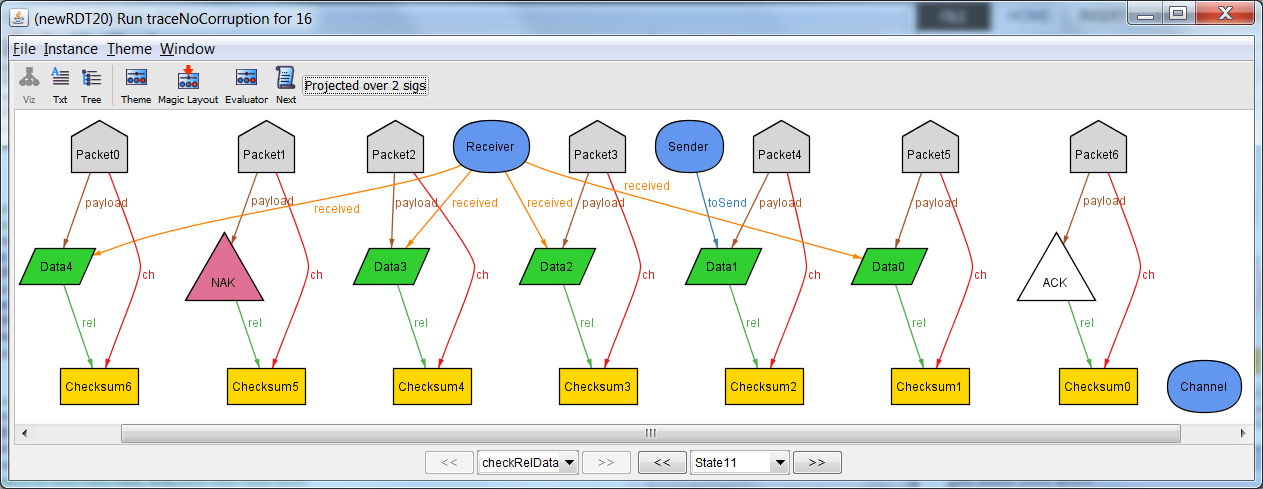


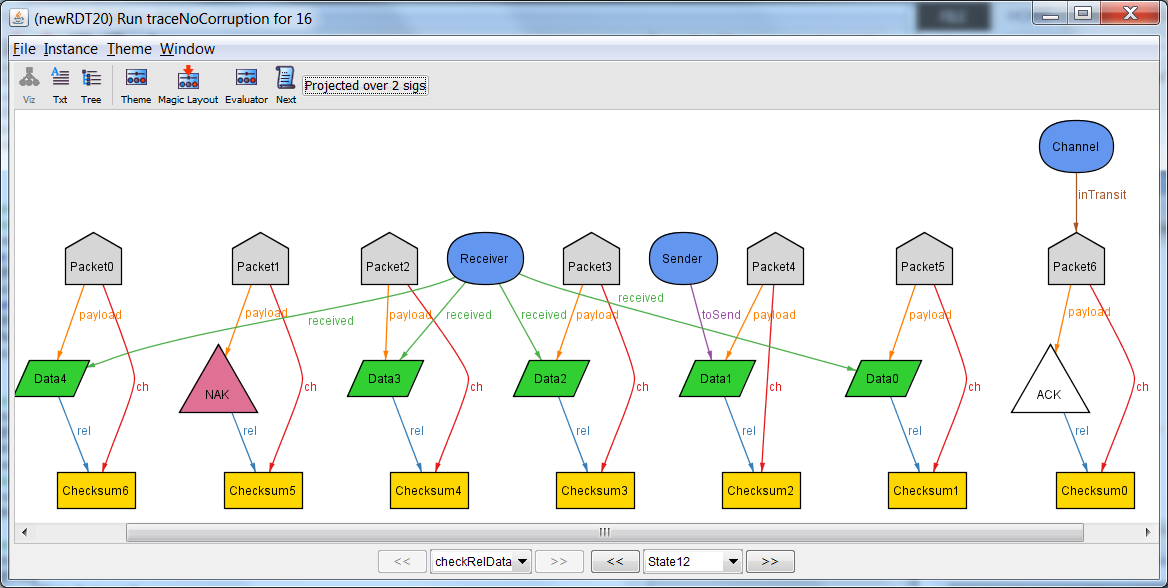


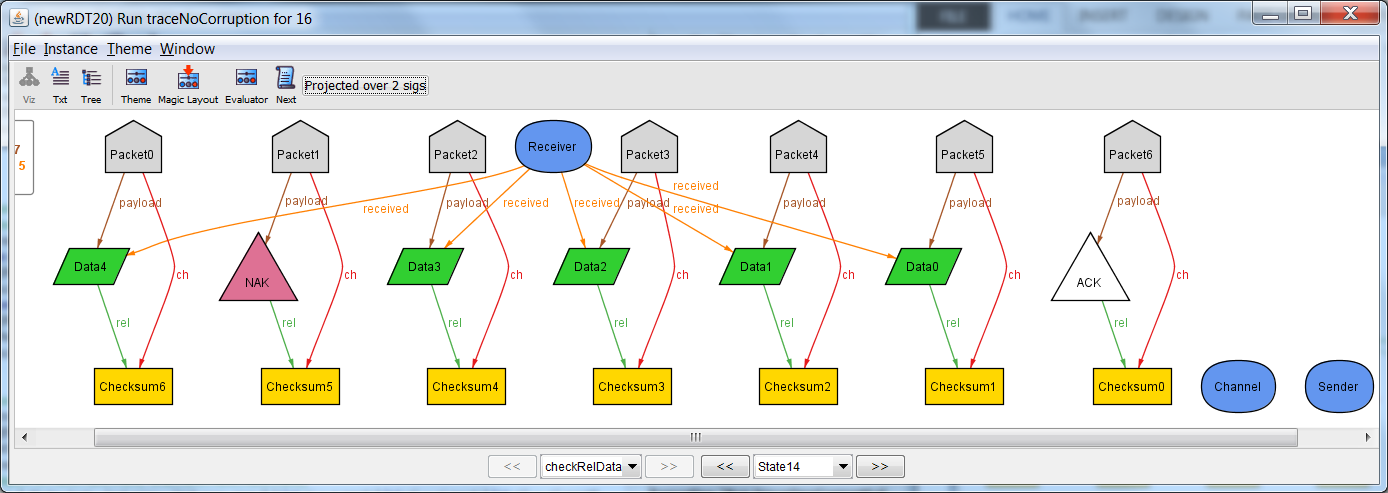


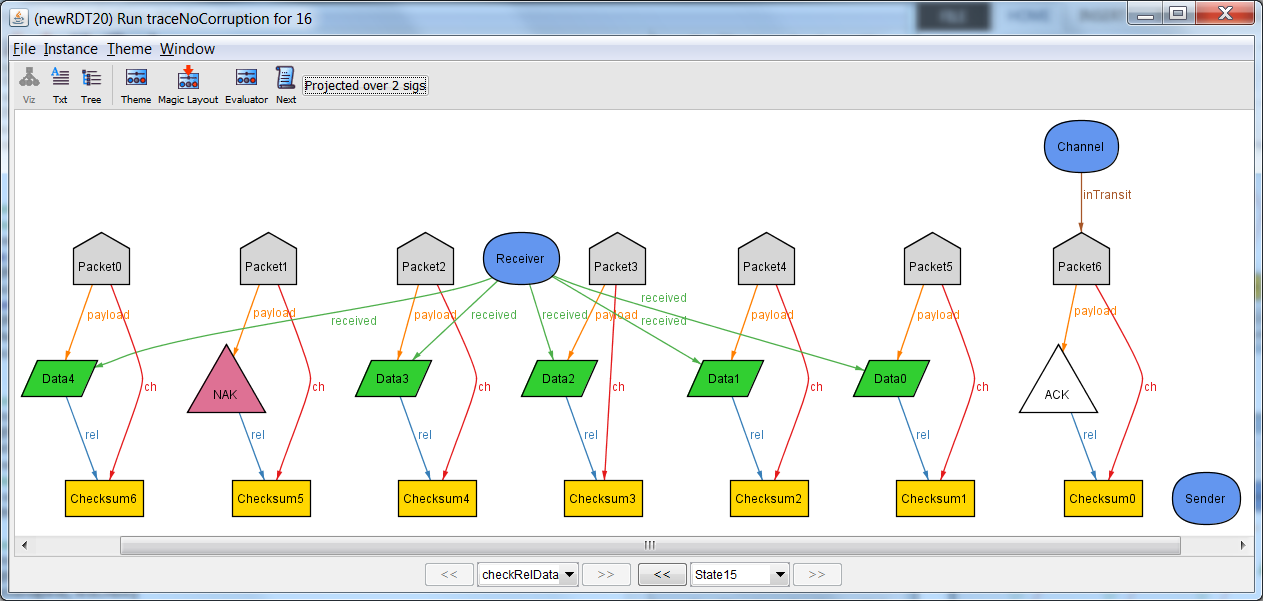






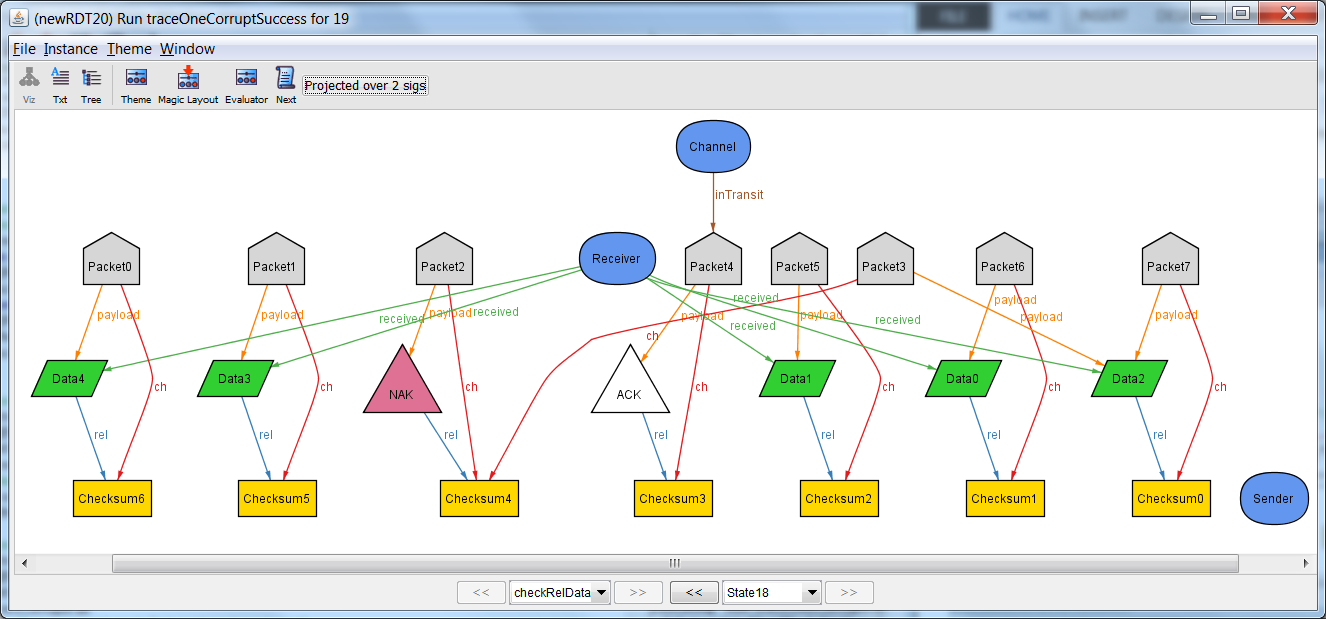
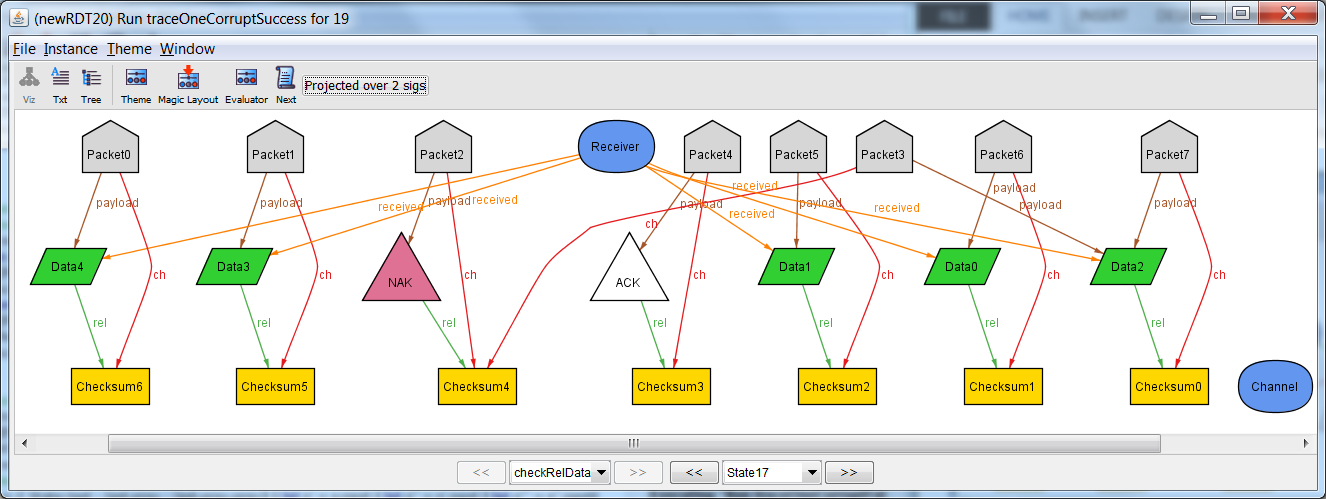
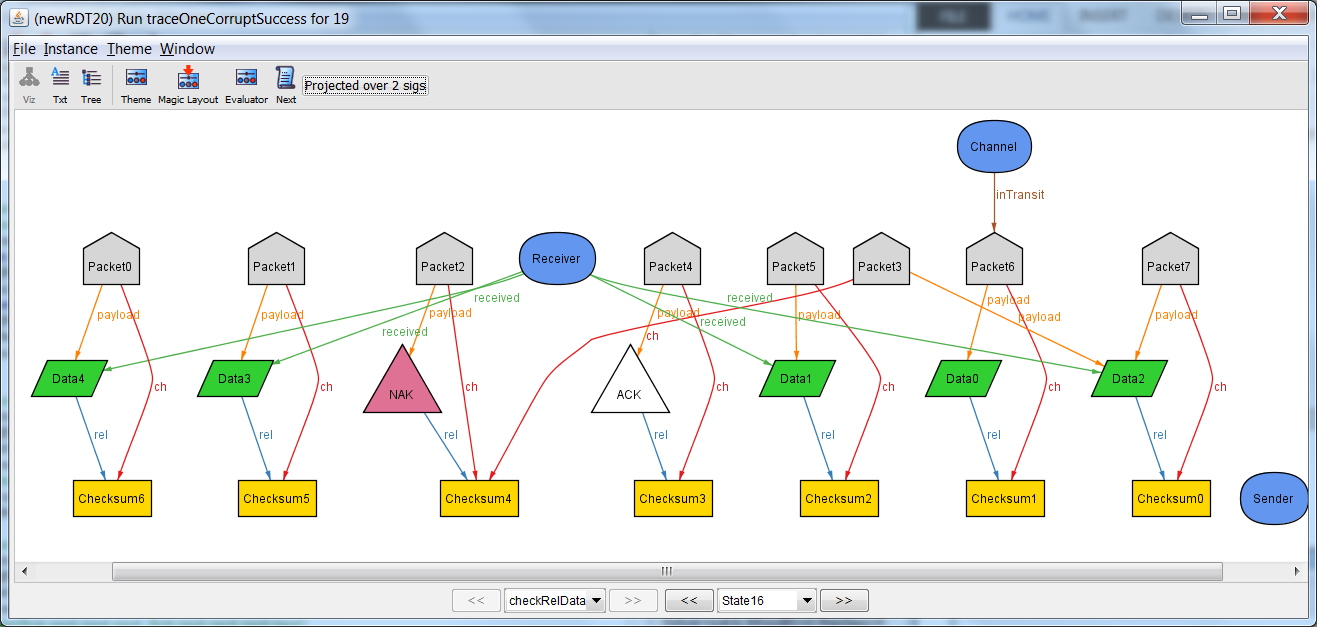
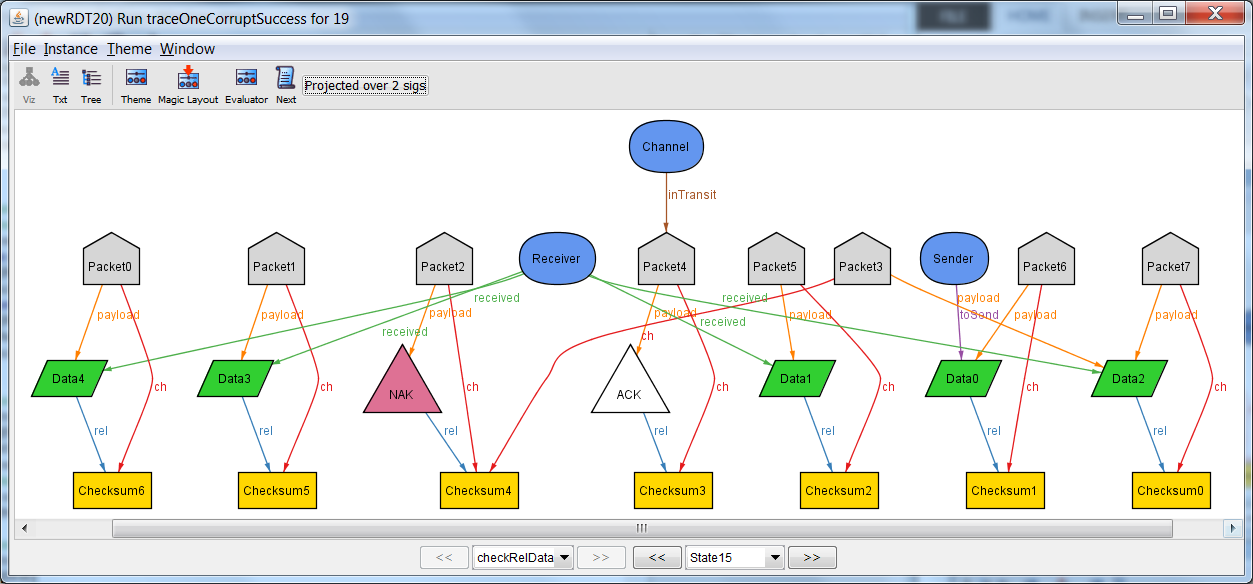
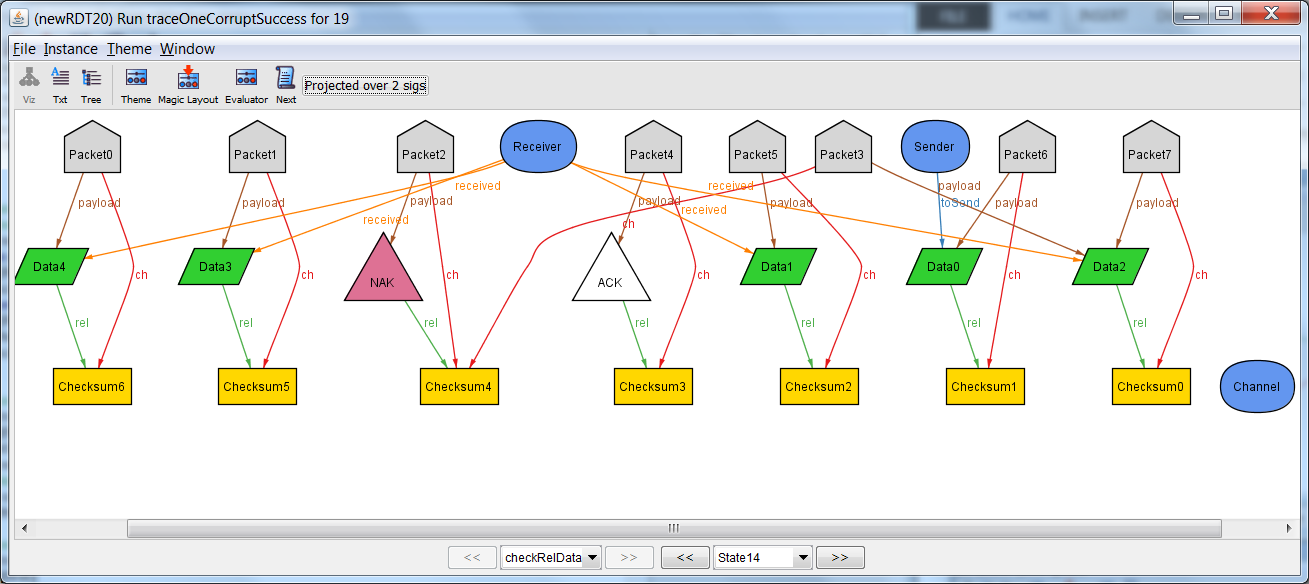
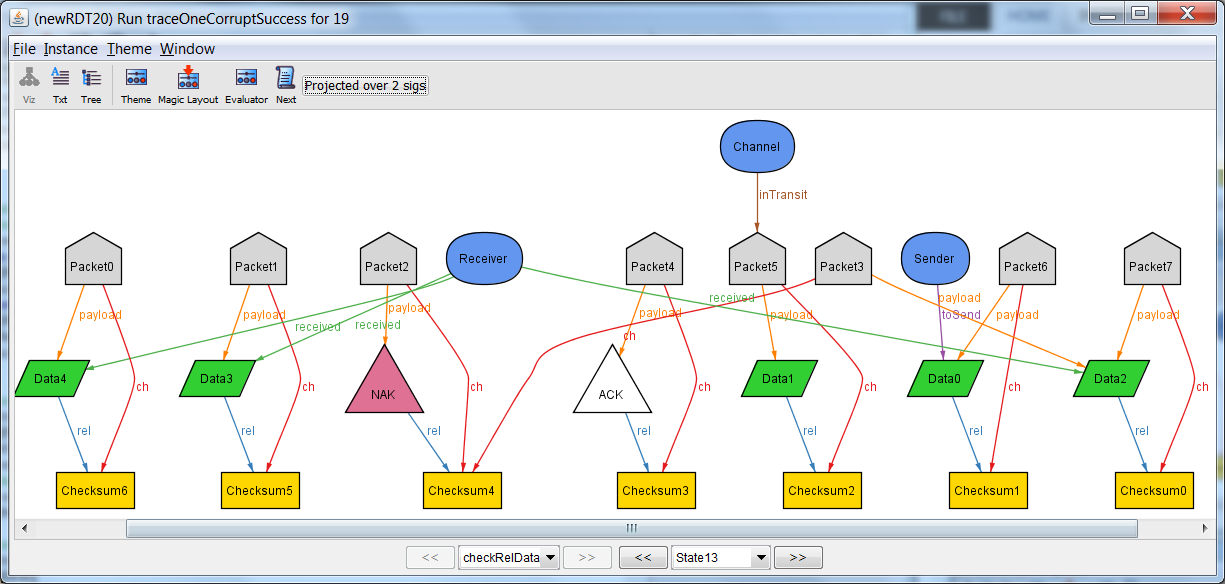
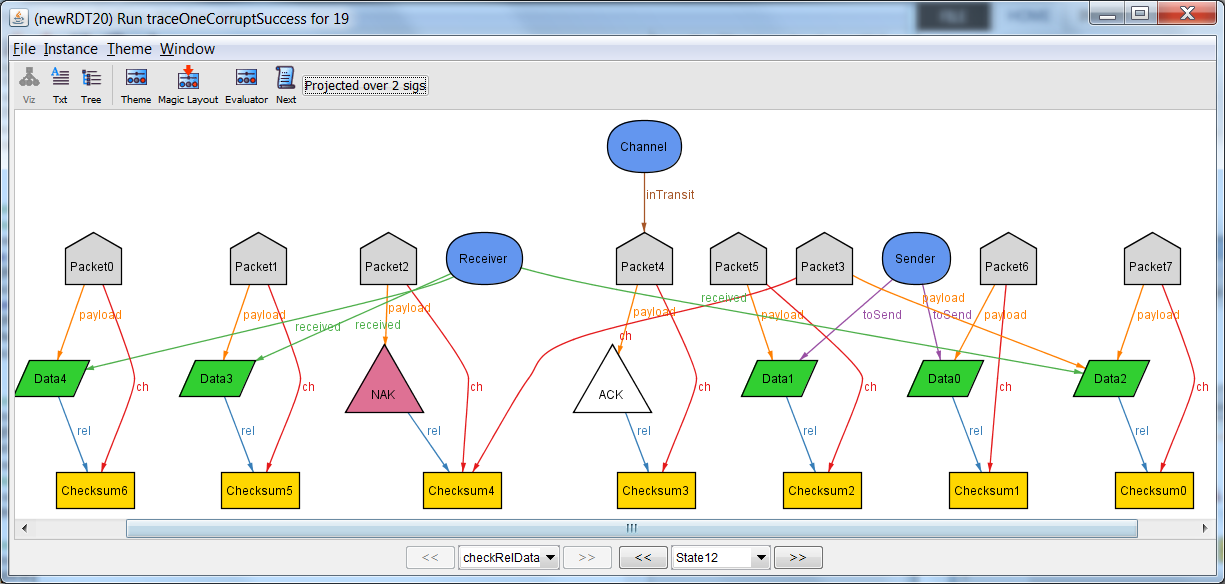
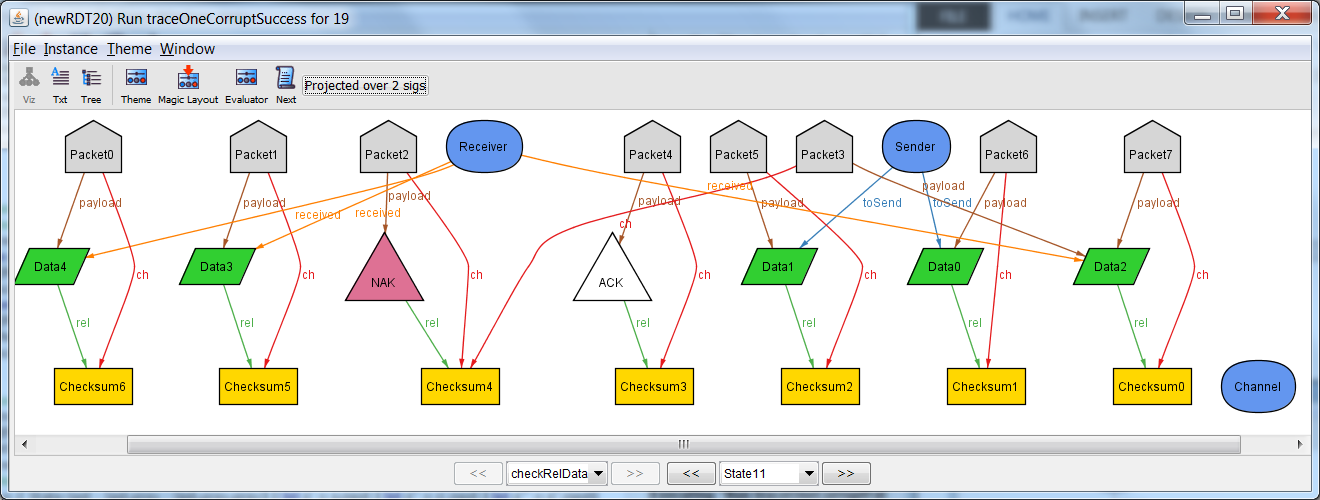
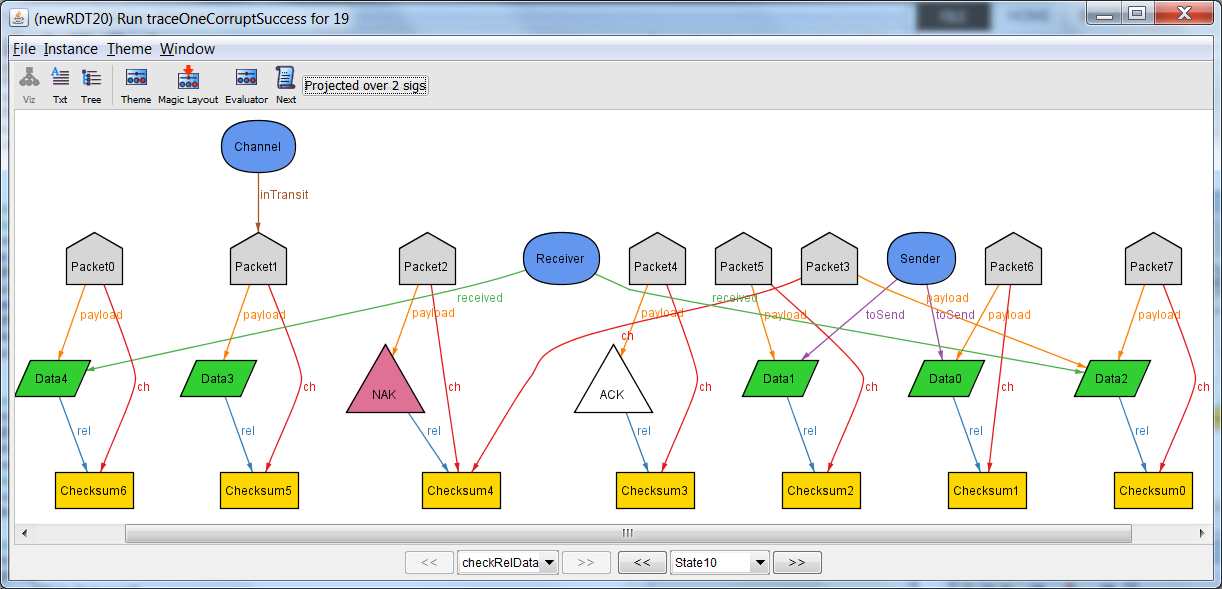
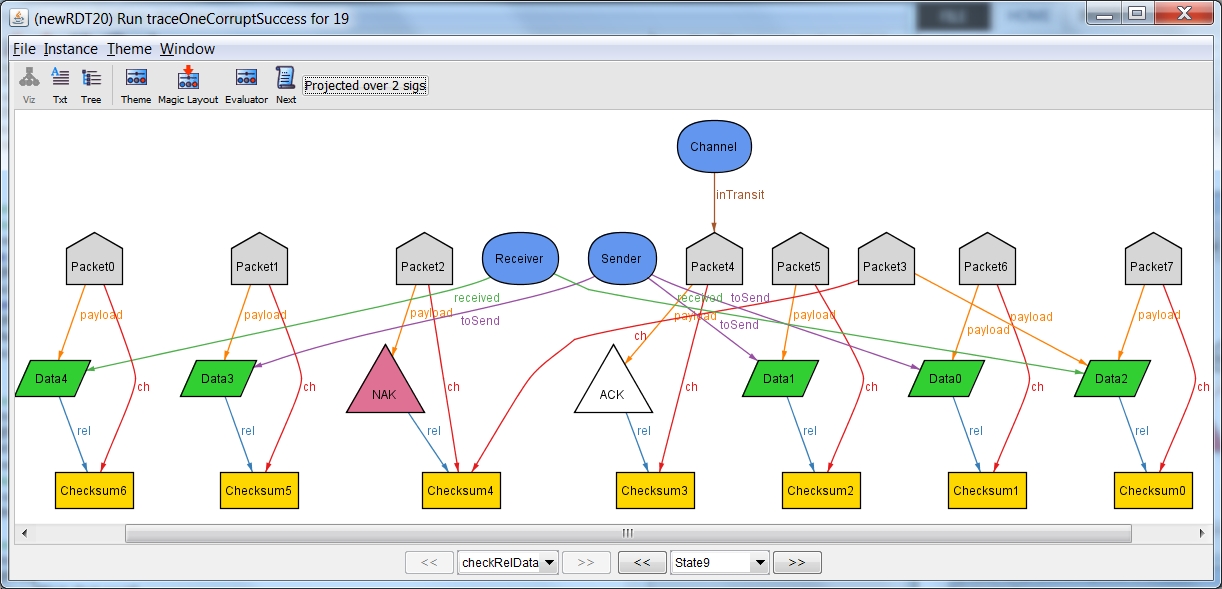
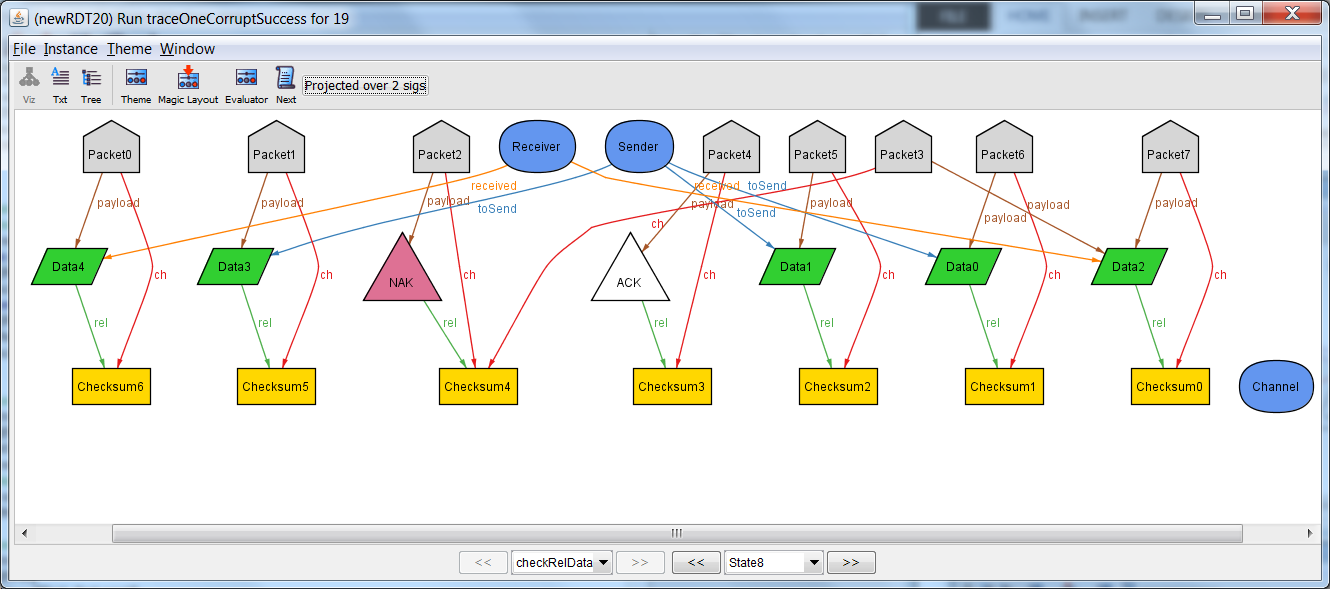
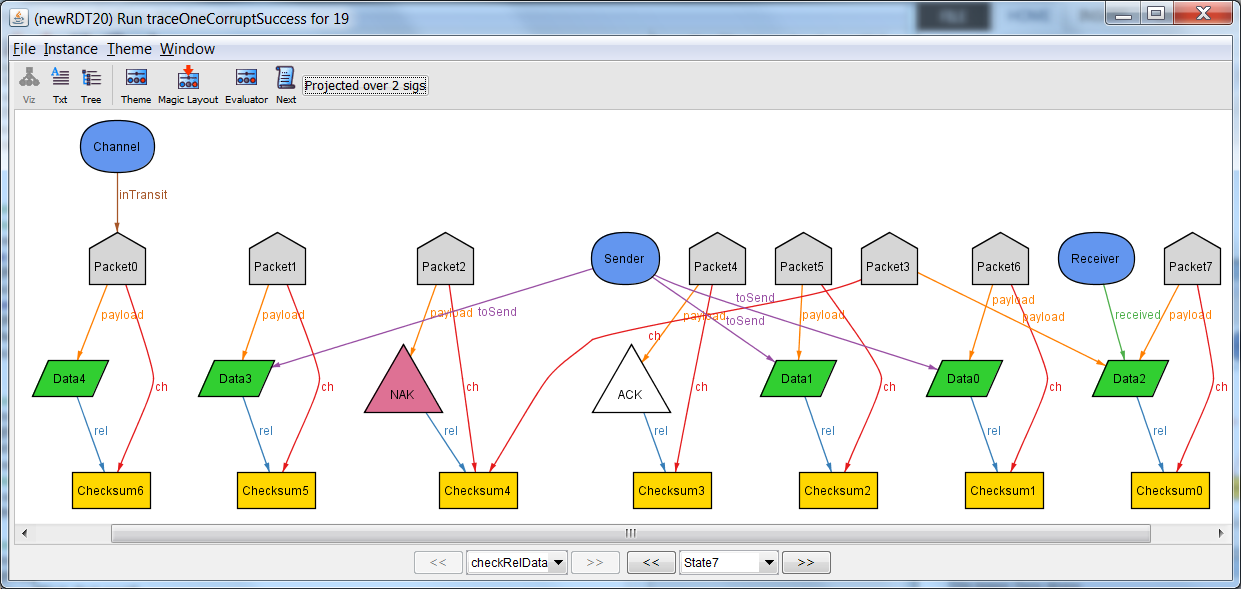
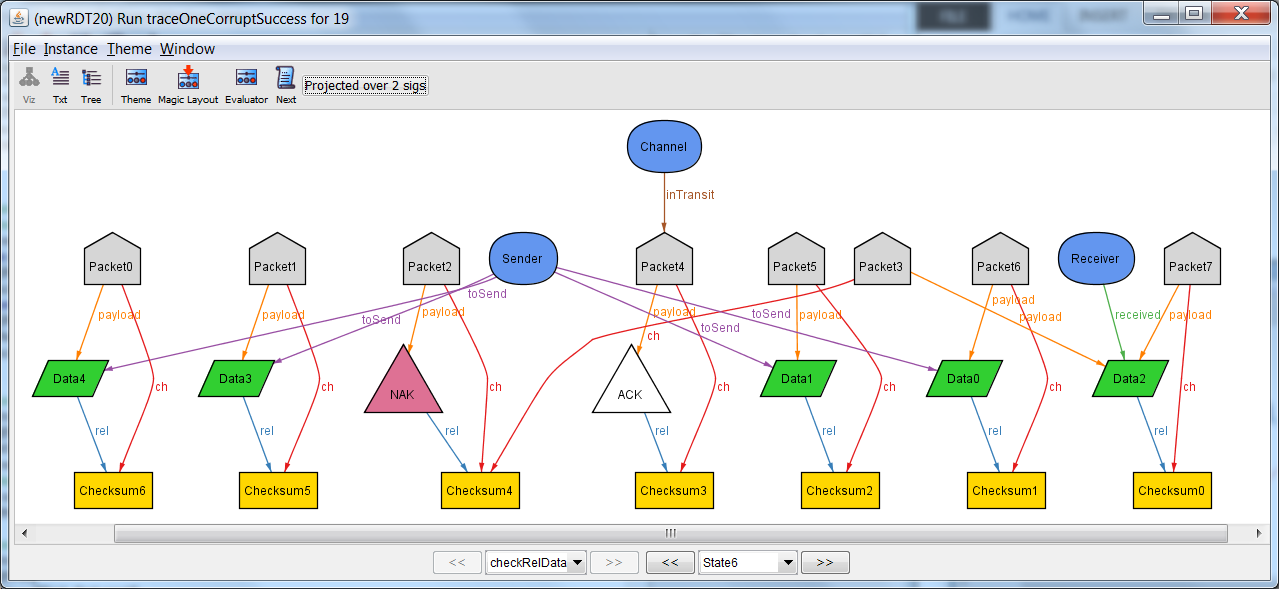
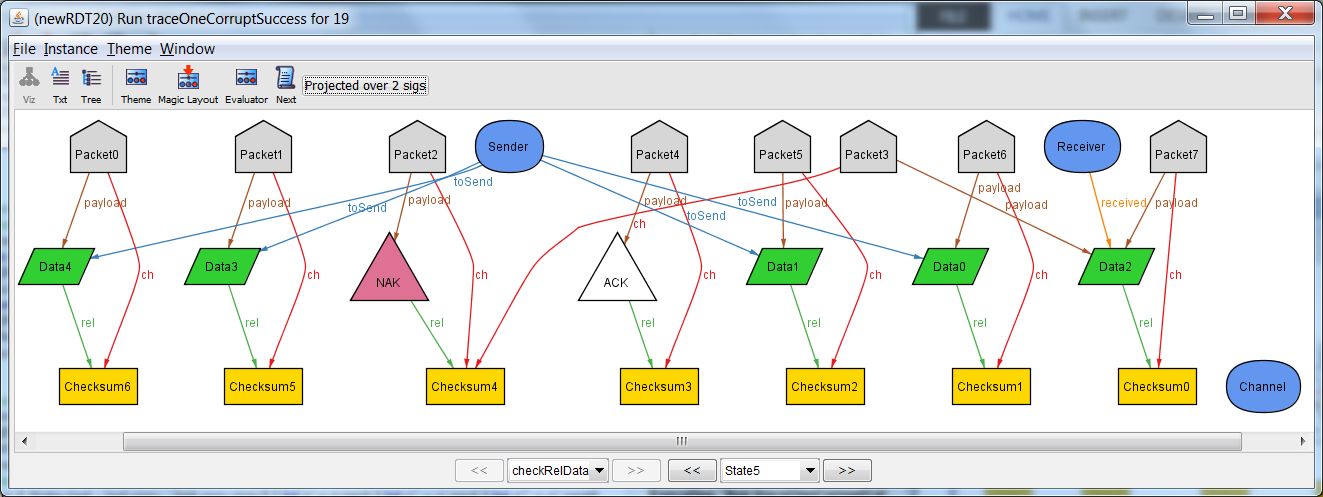
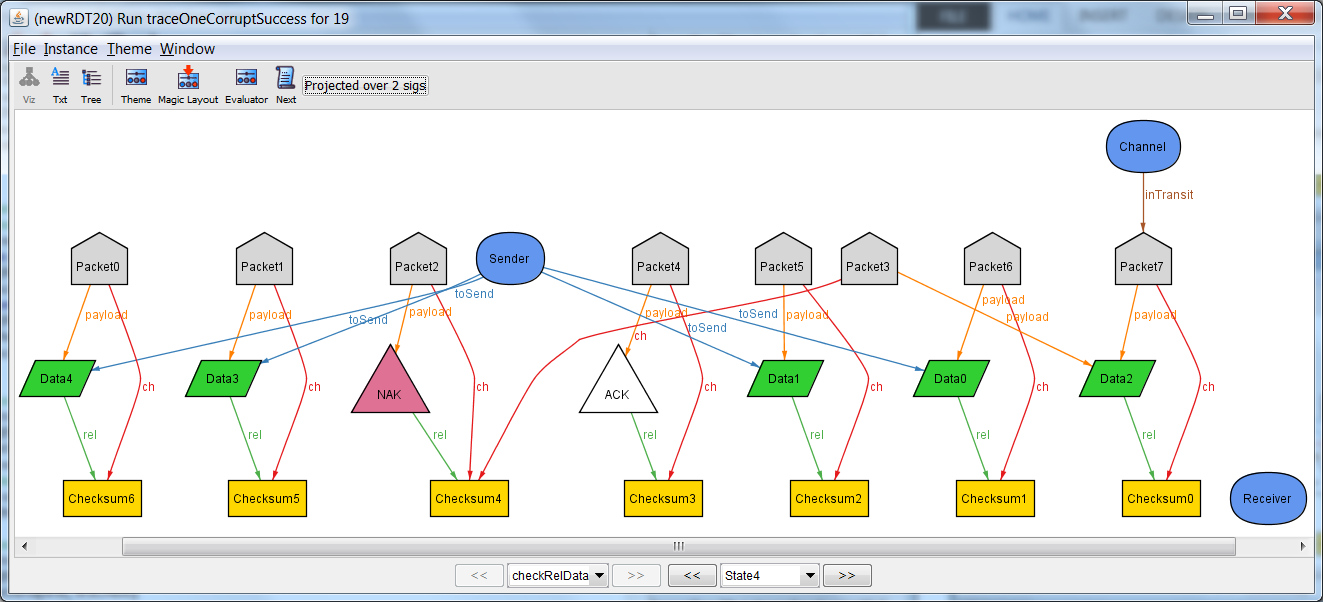
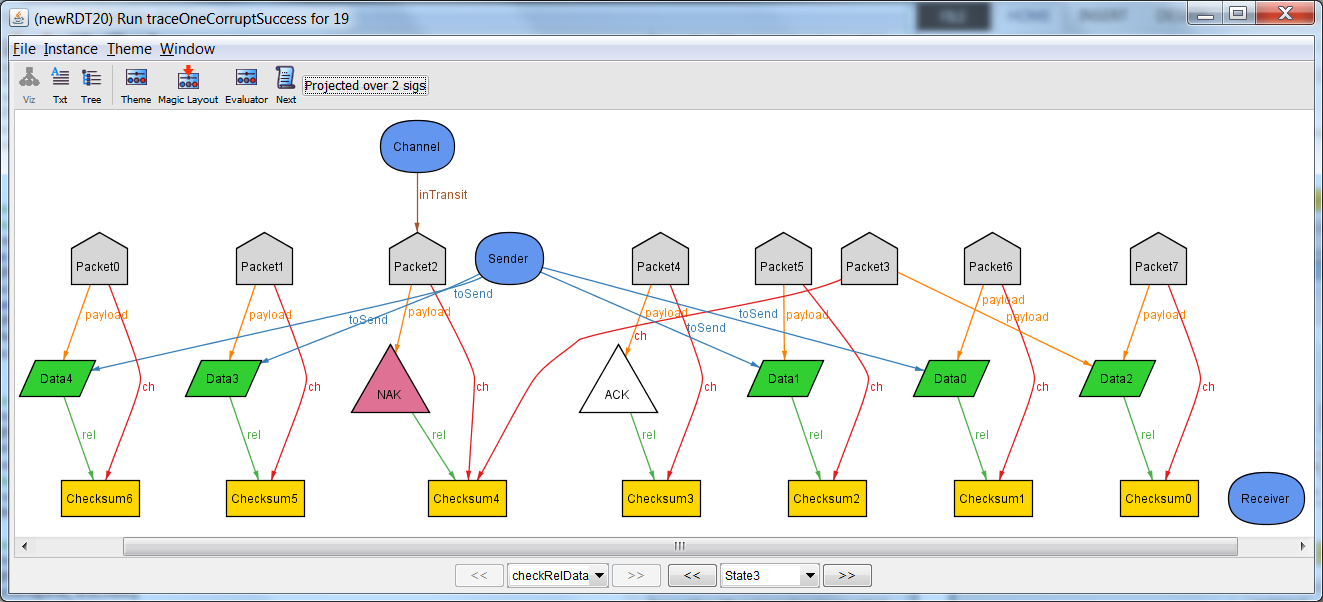
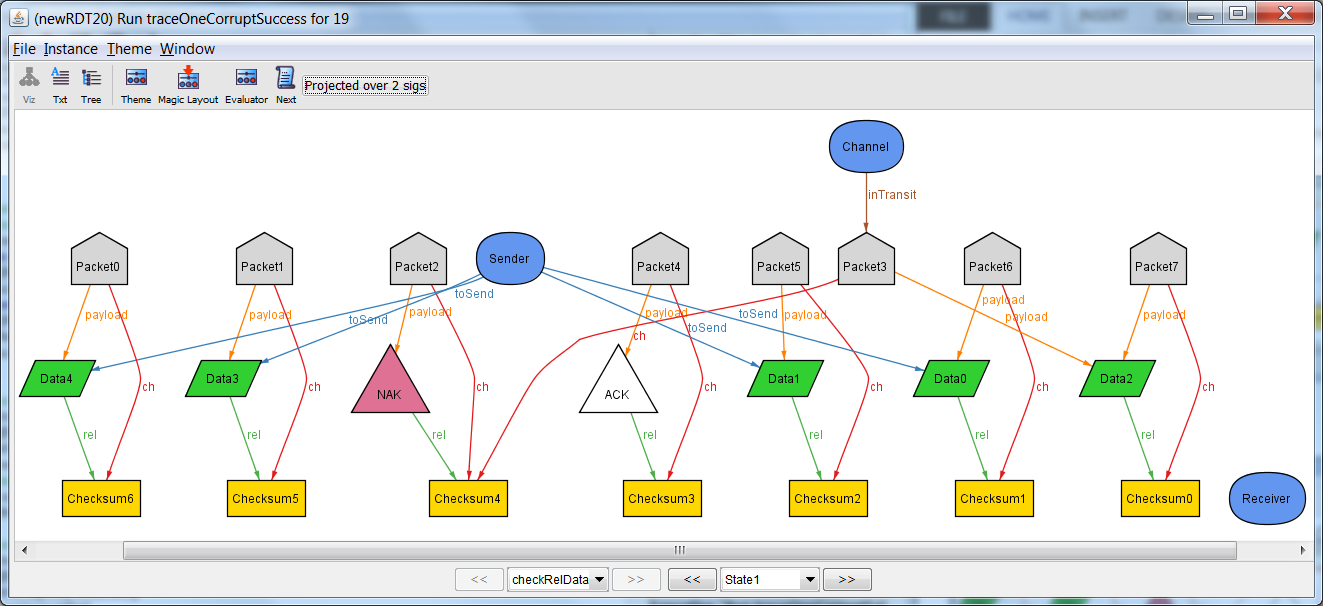
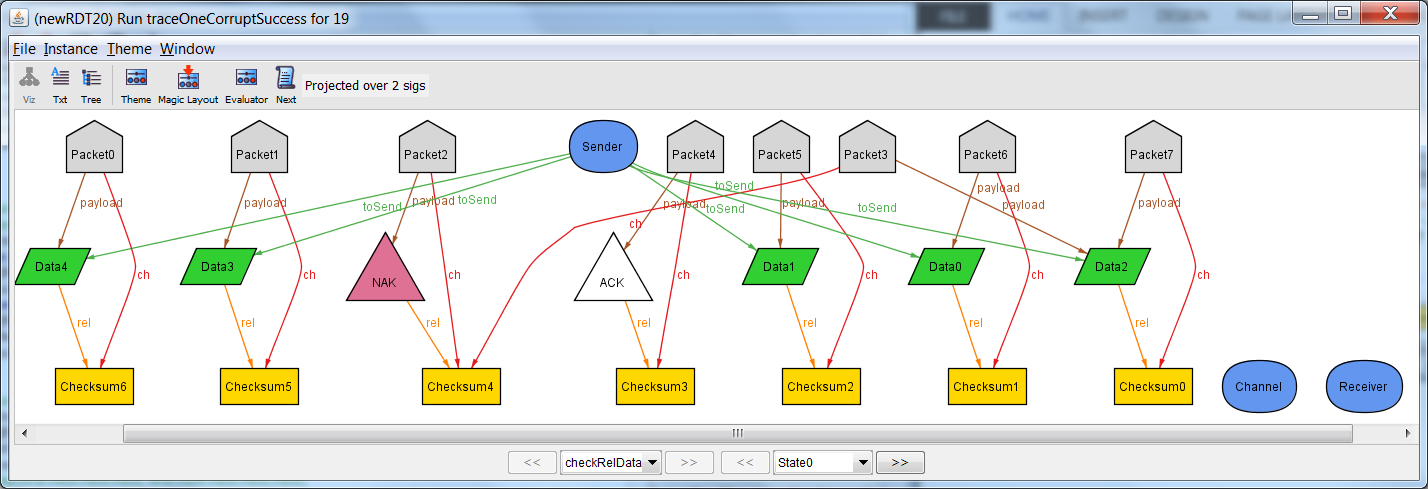






# Property 1b

Shows a trace where one data is corrupted, but all the data is still transferred. Property 1 still holds in this condition.



# Property 2

This trace shows a failing case where the model hangs at the end. The last 2 states are duplicate and would continue to repeat if the trace were longer. Property 2 does not hold here.

