

Group HPI09:
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Übungsblatt 1

Aufgabe 1.1 Ping-Pong

Event#	Time	Relevant Hops	Name
#0	0	tic --> toc	tictocMsg1000
#1	0.1	toc --> tic	tictocMsg1000
#2	0.2	tic --> toc	tictocMsg1000
#3	0.3	toc --> tic	tictocMsg1000
#4	0.4	tic --> toc	tictocMsg1000
#5	0.5	toc --> tic	tictocMsg1000

Abbildung 1: Screenshot 1.1

Aufgabe 1.2 5-fach Ping-Pong

- ▼ TicToc (TicToc) id=1
 - ◆ CHANNEL_DELAY (cPar) 0.1s
 - ▼ tic (Simple) id=2
 - ▢ in (cGate) <-- toc.out, (ub01_hpi09.simulations.TicToc.C)
 - > out (cGate) --> toc.in, (ub01_hpi09.simulations.TicToc.C)
 - ◆ receive_only_5 (cPar) true
 - counter (int) 4
 - > toc (Simple) id=3

Event#	Time	Relevant Hops	Name
#0	0	tic --> toc	tictocMsg1000
#1	0.1	toc --> tic	tictocMsg1000
#2	0.2	tic --> toc	tictocMsg1000
#3	0.3	toc --> tic	tictocMsg1000
#4	0.4	tic --> toc	tictocMsg1000
#5	0.5	toc --> tic	tictocMsg1000
#6	0.6	tic --> toc	tictocMsg1000
#7	0.7	toc --> tic	tictocMsg1000
#8	0.8	tic --> toc	tictocMsg1000

Confirm

No more events, simulation completed -- at t=0.9s, event #9

OK

Abbildung 2: Screenshot 1.2

Aufgabe 1.3 Multigate

					Event#	Time	Relevant Hops	Name	ID
<ul style="list-style-type: none"> ▼ Multigate (Multigate) id=1 <ul style="list-style-type: none"> ▼ tic (Simple2) id=2 <ul style="list-style-type: none"> in1 (cGate) <-- toc2.out2, (ned.DelayChannel)channel di in2 (cGate) <-- toc3.out1, (ned.DelayChannel)channel di > out1 (cGate) --> toc0.in1, (ned.DelayChannel)channel di > out2 (cGate) --> toc1.in1, (ned.DelayChannel)channel di receive_only_5 (cPar) true counter (int) 0 message_counter (int) 1 > toc0 (Simple2) id=3 > toc1 (Simple2) id=4 > toc2 (Simple2) id=5 > toc3 (Simple2) id=6 					#0	0	tic --> toc1	tictocMsg0	0
					#1	0.1	toc1 --> toc3	tictocMsg0	0
					#2	0.2	toc3 --> toc0	tictocMsg0	0
					#3	0.3	toc0 --> toc2	tictocMsg0	0
					#4	0.4	toc2 --> toc3	tictocMsg0	0
					#5	0.5	toc3 --> tic	tictocMsg0	0
					#6	0.6	tic --> toc0	tictocMsg0	0
					#7	0.7	toc0 --> toc2	tictocMsg0	0
					#8	0.8	toc2 --> tic	tictocMsg0	0
					#9	0.9	tic --> toc1	tictocMsg0	0
					#10	1	toc1 --> toc2	tictocMsg0	0
					#11	1.1	toc2 --> tic	tictocMsg0	0
					#12	1.2	tic --> toc1	tictocMsg0	0
					#13	1.3	toc1 --> toc2	tictocMsg0	0
					#14	1.4	toc2 --> tic	tictocMsg0	0
					#15	1.5	tic --> toc0	tictocMsg0	0
					#16	1.6	toc0 --> toc1	tictocMsg0	0
					#17	1.7	toc1 --> toc3	tictocMsg0	0
					#18	1.8	toc3 --> toc0	tictocMsg0	0
					#19	1.9	toc0 --> toc2	tictocMsg0	0
					#20	2	toc2 --> toc3	tictocMsg0	0
					#21	2.1	toc3 --> toc0	tictocMsg0	0
					#22	2.2	toc0 --> toc2	tictocMsg0	0
					#23	2.3	toc2 --> toc3	tictocMsg0	0
					#24	2.4	toc3 --> toc0	tictocMsg0	0
					#25	2.5	toc0 --> toc2	tictocMsg0	0
					#26	2.6	toc2 --> toc3	tictocMsg0	0
					#27	2.7	toc3 --> toc0	tictocMsg0	0
					#28	2.8	toc0 --> toc1	tictocMsg0	0
					#29	2.9	toc1 --> toc3	tictocMsg0	0
					#30	3	toc3 --> toc0	tictocMsg0	0
					#31	3.1	toc0 --> toc2	tictocMsg0	0
					#32	3.2	toc2 --> tic	tictocMsg0	0
					#33	3.3	tic --> toc0	tictocMsg1	34

Abbildung 3: Screenshot 1.3