CSMA/CD

#include<stdio.h>

#include<stdlib.h>

#include<pthread.h>

#include<string.h>

#include<sys/time.h>

int x=0;

void capture()

{

exit(0);

}

int get()

{

return x;

}

void put()

{

x++;

}

void node(char \*p)

{

int name;

int seq1,seq2,i=0;

long int t;

struct timeval tv;

struct timezone tz;

name=atoi(p);

while(1)

{

seq1=get();

seq2=get();

if(seq1==seq2)

{

put();

seq1=get();

printf("station %d transmitting frame %d\n",name,++i);

sleep(3);

seq2=get();

if(seq1!=seq2)

{

printf("station %d collision occured %d \n",name,i--);

sleep(3);

}

else

{

printf("station %d complete\n",name,i);

}

}

sleep(3);

}

}

main()

{

pthread\_t t1,t2,t3,t4,t5;

pthread\_create(&t1,0,(void \*)node,"1");

pthread\_create(&t2,0,(void \*)node,"2");

pthread\_create(&t3,0,(void \*)node,"3");

pthread\_create(&t4,0,(void \*)node,"4");

pthread\_create(&t5,0,(void \*)node,"5");

while(1);

}