| //queue|

----| macSendQueue|---- (**MAC** **Sender**)----| phySendQueue|----TO\_PHY

1. getFromQueue as soon as available (1 element)
2. Switch type of msg

* DATABACK
  + If (OriginalData == DATABACK && A==1 && READ == 1)
    - Delete originalData
    - Release TOKEN
  + Else if (READ=0)
    - Generate MAC\_ERROR //means sapi of dest. Is not available
    - Delete originalData
    - Release TOKEN
  + Else if (OriginalData != DATABACK || A==0)
    - Generate MAC\_ERROR
    - Send originalData again
  + Delete DATABACK
* STRING
  + Create a DATA from STRING
  + Delete STRING
  + Put DATA into the // queue
* TOKEN
  + Update local list from TOKEN
    - If we are not inside => put our infos into it
  + Send to lcdQueue the TOKEN\_LIST
  + Get 1st element of // queue
    - Send it to phySenderQueue
* NEW\_TOKEN
  + Create a New Token
  + Put our infos into token frame
  + Release token
* START
  + Connect to SAPI Chat (0x01) (will update the TOKEN)
* STOP
  + Disconnect to SAPI Chat (0x01) (will update the TOKEN)

FROM\_PHY----| phyReceiveQueue|---- (**MAC** **Receiver**)----|macReceiveQueue |----

1. getFromQueue(1 element)
2. switch :

* We are the source :
  + Means databack -> it’s up to the macSender to deal with that
    - Action : send it to the macSenderQueue
* We are the destination
  + Checksum
    - OK
      * Write ACK = 1
      * Check SAPI state
        + Ok

Write READ = 1

New String frame

Send to appReceiverQueue

* + - * + Not ok

Write READ = 0

* + - Not OK
      * Write ACK = 0
  + Send back to phySendQueue
* It is a token
  + Action : send it to the macSenderQueue
* It is a broadcast
  + Same as destination…