**CS120 Project 2**

1. How many days before the deadline did you start working on the project?[矩阵文本题] [输入0到14的数字] \*

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| --- | --- |
|  |  |
| Days | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

2. How much time did you spent on this project? (Hours spent actually working on the project)[矩阵文本题] [输入0到48的数字] \*

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| --- | --- |
|  |  |
| Hours | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

3. Rank project 0, 1, 2 in terms of the time you spent working on them. (In ascending order) [排序题，请在中括号内依次填入数字] \*

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| --- |
| [ ]Project 0 Setup |
| [ ]Project 1 Acoustic LInk |
| [ ]Project 2 Multiple Access |

4. Rank each part in project 2 in terms of the time you spent working on them. (Ascending order) [排序题，请在中括号内依次填入数字] \*

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| --- |
| [ ]From Wireless to Wired |
| [ ]A Single Reliable Link |
| [ ]Perf Utility |
| [ ]Ping Utility |
| [ ]CSMA/CD |

5. Did you choose to transmit digital signal over baseband or modulated it into passband? [单选题] \*

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| ○digital - Baseband |
| ○analog - Passband |

6. Report the coding technique you used if you're directly transmitting over baseband. Or modulation technique if you're utilizing the passband. [填空题] \*

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7. Describe your mac frame format  
- Use a C-ish syntax, (struct with bitfield)  
- Use '\*' denote a variable length field  
- Do NOT include header in your frame format  
- Provide comments for each field  
- E.g.   
struct Frame {  
unsigned src : 4;  
unsigned dst : 4;  
unsigned length : 8; // length in multiples of 8 bytes  
unsigned payload : \*;  
} [填空题] \*

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8. Enter your payload field length in number of **audio samples**.  
- Enter maximum payload length if your physical frame is variable length.  
[填空题] \*

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9. Enter your payload field length in number of **bits**.  
- Enter maximum payload length if your physical frame is variable length. [填空题] \*

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10. Report the overall throughput of your acoustic link in kilo bits per second.  
- You may reuse your results from the macperf section  
- Enter 0 if you skipped this part  
- We expect it to be higher as you're sending data over wire instead of air [填空题] \*

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11. Report the latency of your acoustic link  
- You may use printings from your macping section [填空题] \*

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12. Report the overall throughput of your acoustic link when the jamming signal is played. [填空题] \*

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13. Any other things you would like us to know?  
- A particular section is too hard/easy?   
- General suggestions / complains? [填空题] \*

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