Shannon Rhodes

Computer Networks – Lab 4 Report

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| --- | --- | --- | --- | --- | --- | --- |
|  | Test File 1 | Test File 2 | Test File 3 | Test File 4 | Reference Test File 1 | Reference Test File 2 |
| Name of student that supplied the test file | Shannon Rhodes | Colleen Hickey | Matthew Myers | Shawn Vettom | Will Landis, Matthew Gregory | Shannon Lemmer, Megan Underwood |
| recvfile.txt matches sendfile.txt | yes | yes | yes | yes | yes | yes |
| Frame sequence numbers correct? (on both sending and receiving side) | yes | yes | yes | yes | yes | yes |
| Correct bit stuffing and de-stuffing? | yes | yes | yes | yes | yes | yes |
| Frames pass checksum? | No | No | No | No | No | no |
| Enter computer Checksum of first frame | 9933 | 9577 | 0569 | 9921 | 9447 | 9689 |
| Enter computer Checksum of last frame | 2460 | 9391 | 4684 | 2502 | 2017 | 3593 |

My final checklist matches all of my team members.

We all had issues with the frames passing the checksum but got the same numbers, which leads us to believe there was an issue in the layer1.o file that altered the checksum. Therefore, in my screen shot you will notice the error message is printed “error in checksum”. All other parts of the program are working correctly.

There were no detected errors from the previous project. It took a while to figure out to handle the character buffer versus the structures.

