

MULTILEVEL MULTI-ACCESS COLLISION FREE PROTOCOL BIT-MAP PROTOCOL

1. Create files named station 0 , station 1, etc up to station MAX.
2. Give as input the seed for generating the contention slot
3. Check for set bit in the N bit contention slot frame to determine which station should be allowed to transmit
4. Using srand(), generate random number if contention slot of the station has '1'
5. Transmit the message from the station whose contention slot is set

BINARY COUNTDOWN PROTOCOL