

## Instructions for JNW2 Project DLC1 - BitStuffing

See Chapters 1 through 3 of *Understanding Internet Protocols*. Project DLC1 is basically the same as given at the end of Chapter 3, though the software context is somewhat different.

Your assignment is to complete the code in JNW2/message/BitStuffing.java to perform `stuff()` and `unstuff()`. You will test this using a whimsical “email” file (part of a set generated for NW using the Unix “fortune” program), which contends that Chicken Little knew what he was talking about and contains a character that will exercise the bitstuffing.

For debugging you may want to set NetBeans Main class to BitStuffing, to use the debug test harness.

For final test and submission you need to set up NetBeans Main class as JNW2.RunSimulation and configuration file input as SimpleWAN.txt (see Preliminary Student Guide for more detail). You will be able to see both the Chicken Little input and the resulting binary codes, before and after stuffing and unstuffing, in the JNW2 text output. When your BitStuffing is functional, you are to submit BitStuffing.java and a copy of the JNW2 output (select and copy from the output pane of NetBeans). Submit by upload through the course upload page. Be sure to include your name in the code comment provided.

Programming assistance for projects is available from the course GTA. You should provide as much detail as possible (screenshots work well for this).

If you find a bug in JNW2 and are the first to report it, the TA will forward it to the professor for resolution and you’ll get an extra-credit point. If you also provide a working fix for the bug and it is accepted to be added to the codebase, you’ll get another extra-credit point for that.