Use this table for problems 1-6.										
	variable	1	2	3	4	5	6			
	ack_expected									
	next_frame_to_send									
	frame expected									

Name \_\_\_\_\_

Use this table for problems 7-11.

nbuffered

variable	7	8	9	10	11
ack_expected					
next_frame_to_send					
frame_expected					
too_far					
no_nak					
nbuffered					
arrived[0]					
arrived[1]					
arrived[2]					
arrived[3]					

Problem 11 frames sent:

Problem 12 action taken: