

## Project LAN1: Exponential Backoff

- ❑ Due midnight **March 4th**.
- ❑ You implement the following routine in file `backoff.cpp`.

```
int stack::backoff(mac_interface_state
                  *mac_iface);
```
- ❑ To compile, `cwkb LAN1`
- ❑ For submission, upload `backoff.cpp` and `diskout.txt`
- ❑ Reading assignment: Pullen Ch5

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## Notes

- ❑ `backoff()` produces and returns a random integer number that is a multiple of `SLOT_TICKS` according to the binary exponential backoff algorithm.
  - With `SLOT_TICKS=20`, it returns 0, 20, 40, 60, 80, and so on.
- ❑ It requires persistent states that are declared in structure `mac_interface_state` and accessed via pointer `mac_iface`.
- ❑ One important state is `backoff_count`, which determines `max_backoff_slots`.
- ❑ Read the definition of `mac_interface_state` in `nw.h`.

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