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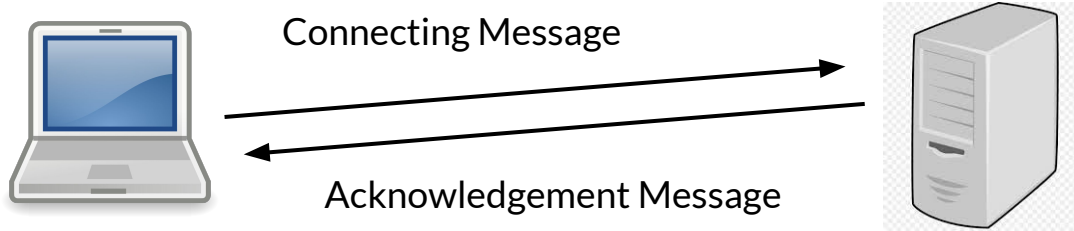
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# Header Format - SS/SC Protocol Draft

Networking Project

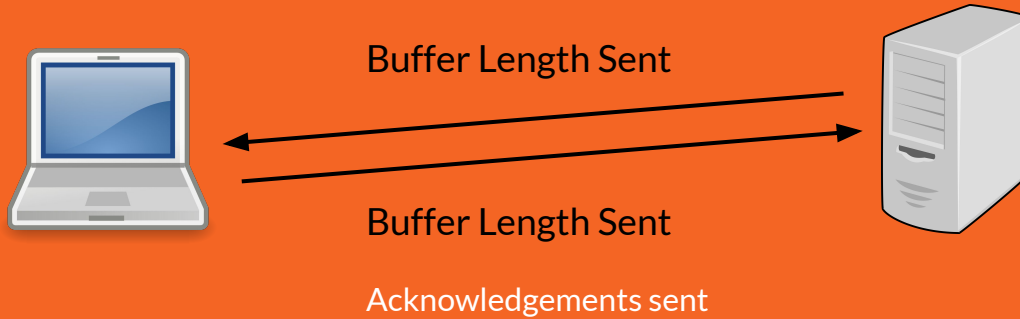
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# Initial Handshake



If the acknowledgement is not received, repeat for a set number of times

# Buffer Length Exchange



If the acknowledgement is not received, repeat for a set number of times

# The Header

1 bit			
Control Message (0)	Number of messages to be sent	Checksum	Padded
Data Message (1)	Message Number	Checksum	Data

Control message is sent to the server first to indicate how many data messages will be sent

## Problems (malicious intent)

- > Message acknowledgement is not sent by the server/client, enters a loop of message sending
- > Control/Data message sends an incorrect count of the message, server expects more/less messages but does not receive them
- > Message size exceeds the buffer capacity

## Solutions (counter-acting)

- > Abort loop after a set number of attempts
- > After a set amount of time expecting a message the server stops listening
- > Flush and abort