

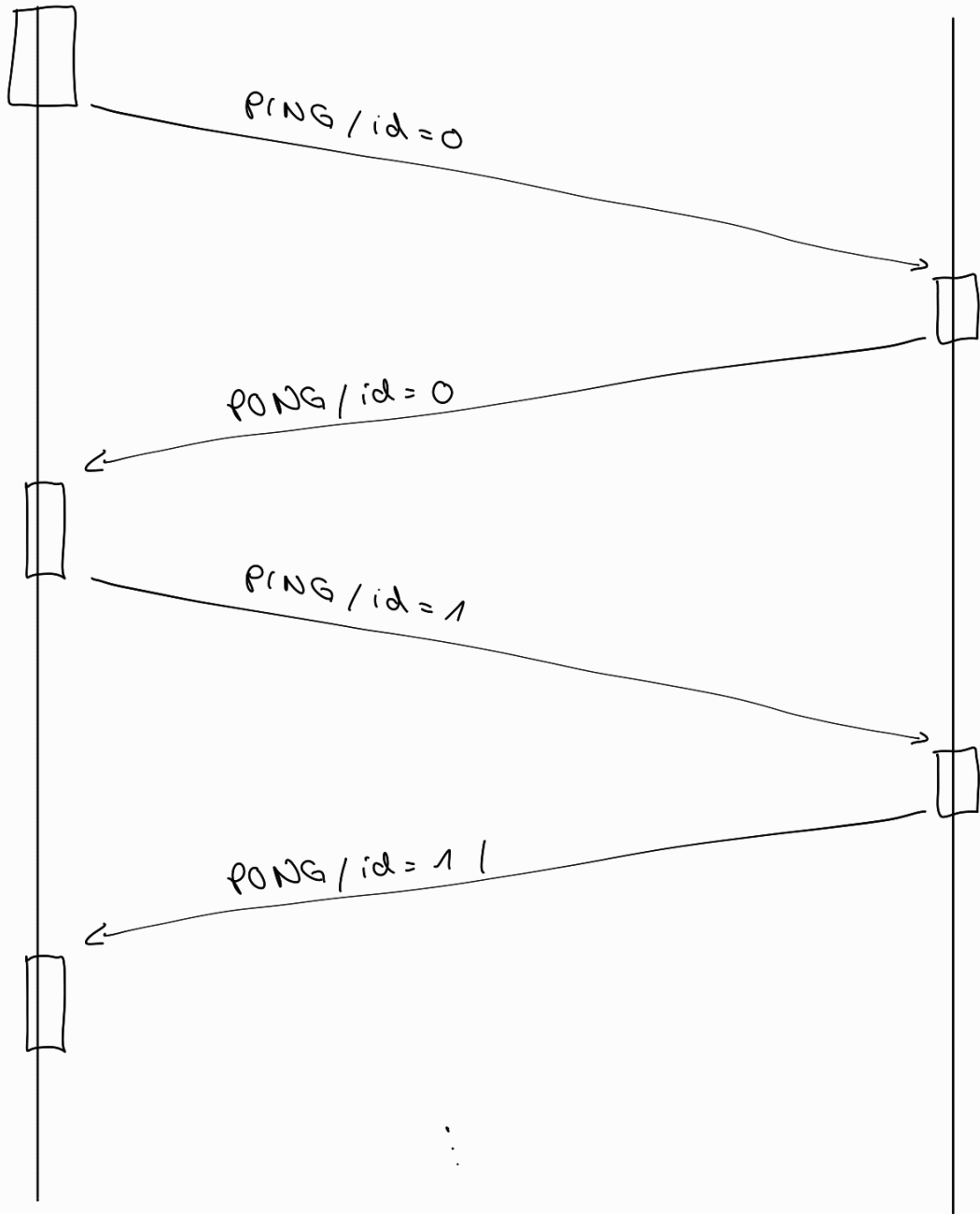
Aufgabe 1:

client: sendet Ping
server: sendet Pong } RTT messen

Sequenzdiagramme:

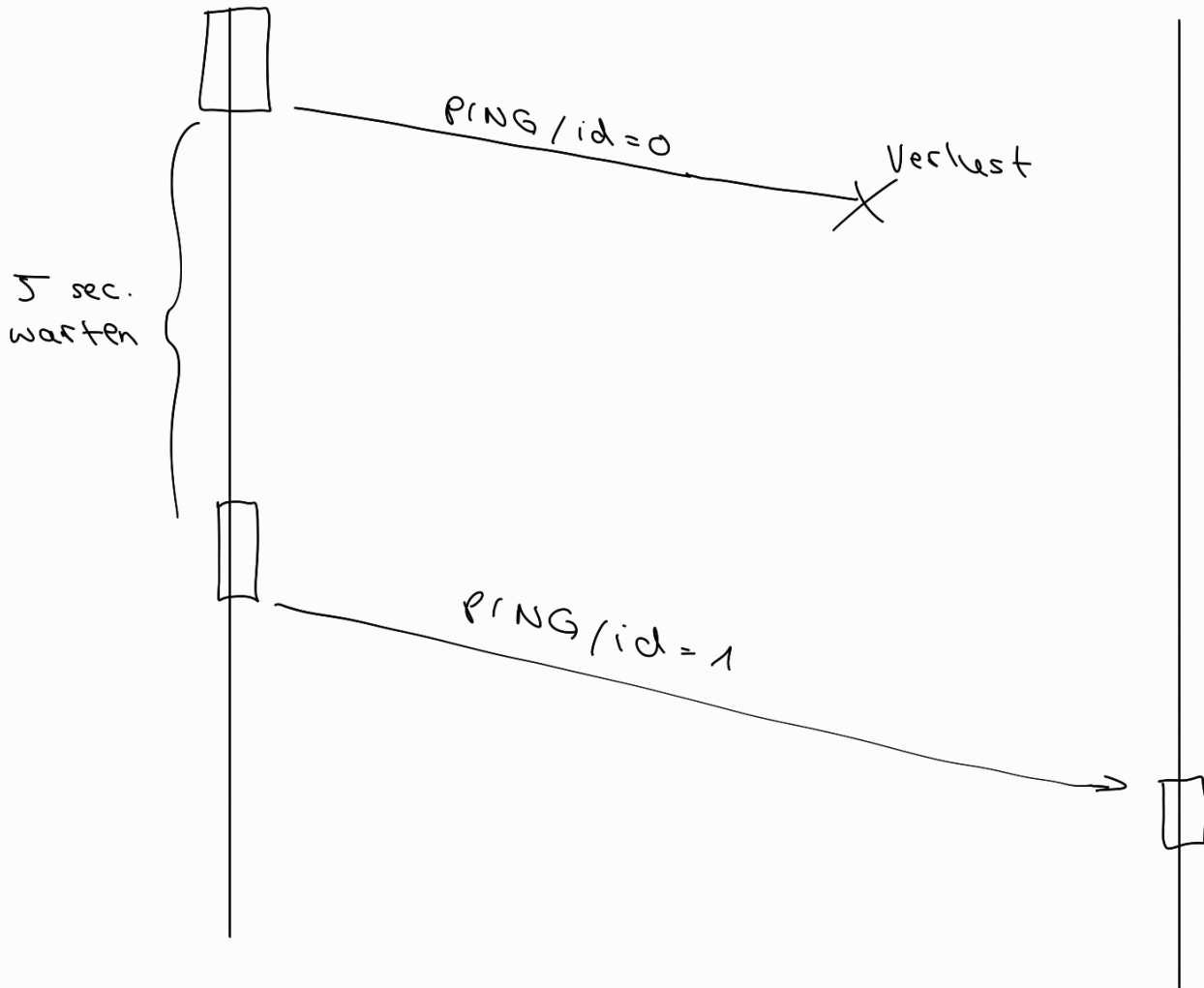
Client

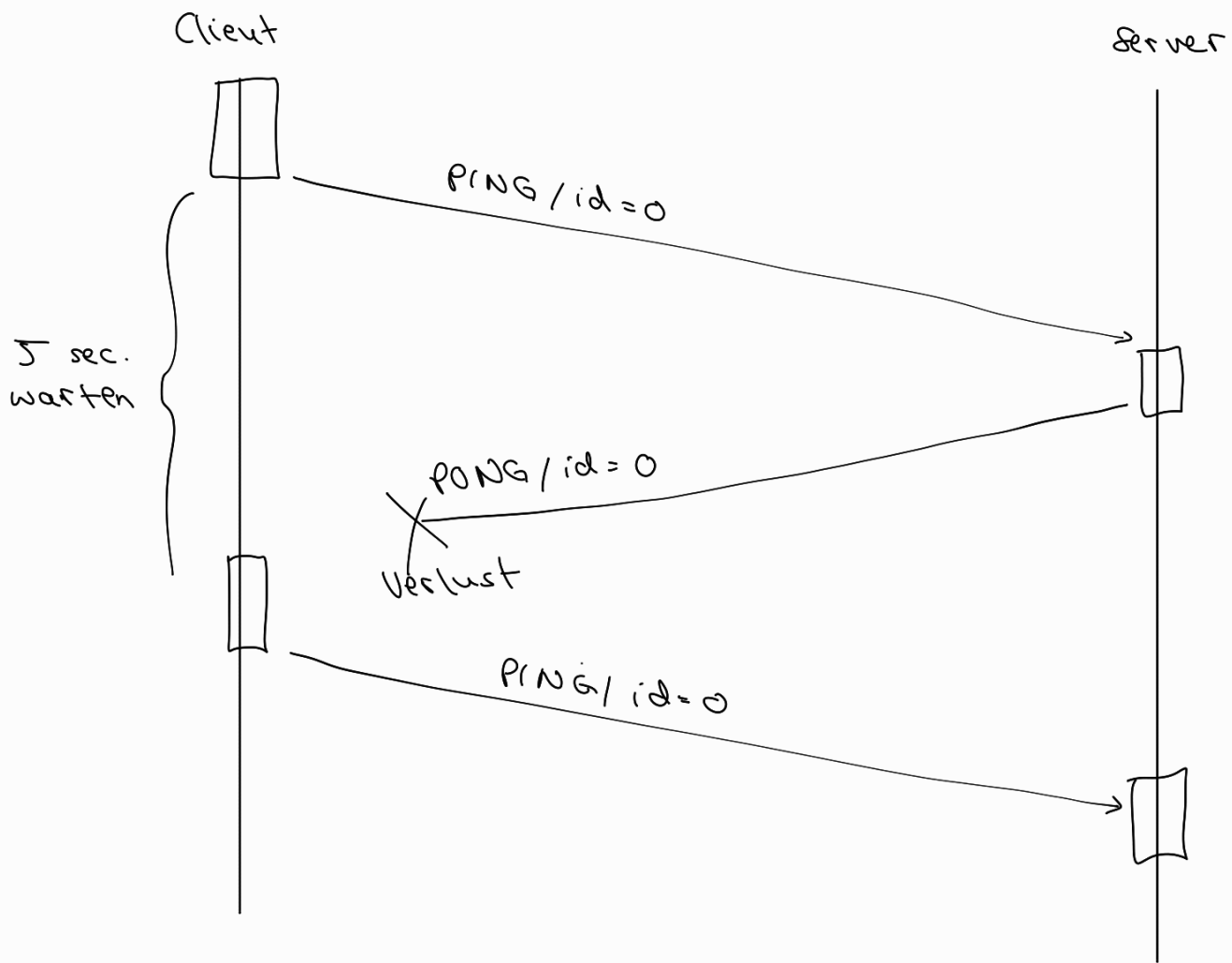
Server



Client

Server

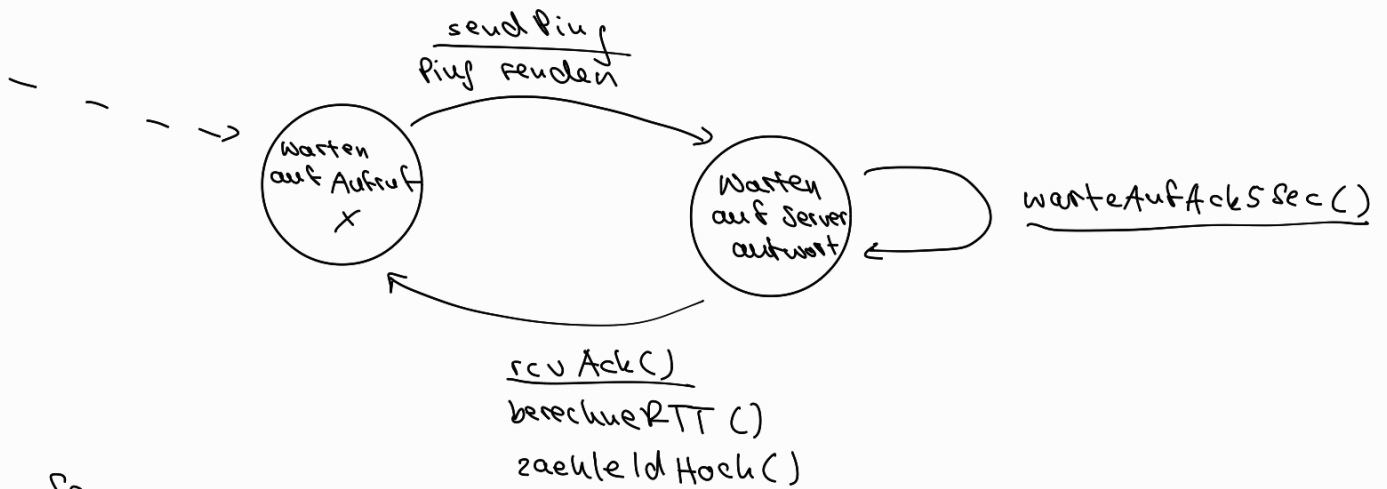




→ wenn dies 3x hintereinander passiert,
läuft der Client in einen Timeout

Erdlose Automaten:

Client:



Server

