

We implemented a standard transport protocol. Our three-way handshake consists of several checks to ensure that a proper connection is made. We make sure the server is listening and then we use a random sequence number. We initially used one but decided that a random sequence number was better. When a SYN Ack or Ack packet arrives, we update the socket state to established and either set up a reply or add to the list acceptList depending on if it is a SYN Ack or Ack, respectively. We assume a buffer size of 5. For data transport control, we assume that buffer size.