Let’s start with all that didn’t change. I didn’t touch the packets file, it still include the functions to make packets, write data from received packets, calculate a checksum, and create bit error. Both UDPClient and UDPServer still create sockets with the client sending a picture and the server confirming the data was received. Each packet has a checksum, data, and a sequence number, which the server then uses to determine if it was received out of sequence or not, and then sends an ACK back, for the client to determine of the packet was received or needs to be resent.

As for what’s changed, quite a bit. In UDPClient, not only has a timer been added, but also pickle, as one of the main problems I was having previously was with sendto. Pickle was added to UDPServer, as well as some smaller changes to both programs as I did a lot of bug fixing. Unfortunately, despite my large amount of bug fixing, the code is still not ready. It is currently getting stuck in a while loop.