Handshaking

Handshaking is the term used for when one device establishes a connection to another device directly. During the process the two computers in connection will take turns relying messages to each other to establish the ground rules of managing the flow of data between the two devices. Such information as verifying connection, speed, communication protocol or possibly the authorization of the device being connected to.

Datagram’s

All the UDP datagrams begean with a header. This header contains a source port, destination port, length and a check sum. The datagrams will also contain the IP address of where they started from and where they are going to. Following next is the sequence number which is just I byte long. Afterwards a reversed bit is placed. Then, the length of the file stream data is written. Finally, the sequential bytes of file data a written. When transmission of data is complete the sender will send a special end of transmission (EOT) datagram. This is a datagram with a sequence number of negative one. This will allow the receiver to know when connection should be terminated. Upon receiving a datagram with sequence number of negative one the receiver will send a final ACK with the same sequence number. Connection will then be terminated. From the sender side ACK datagrams only contain the sequence number of the datagram that is being ACK’d.