

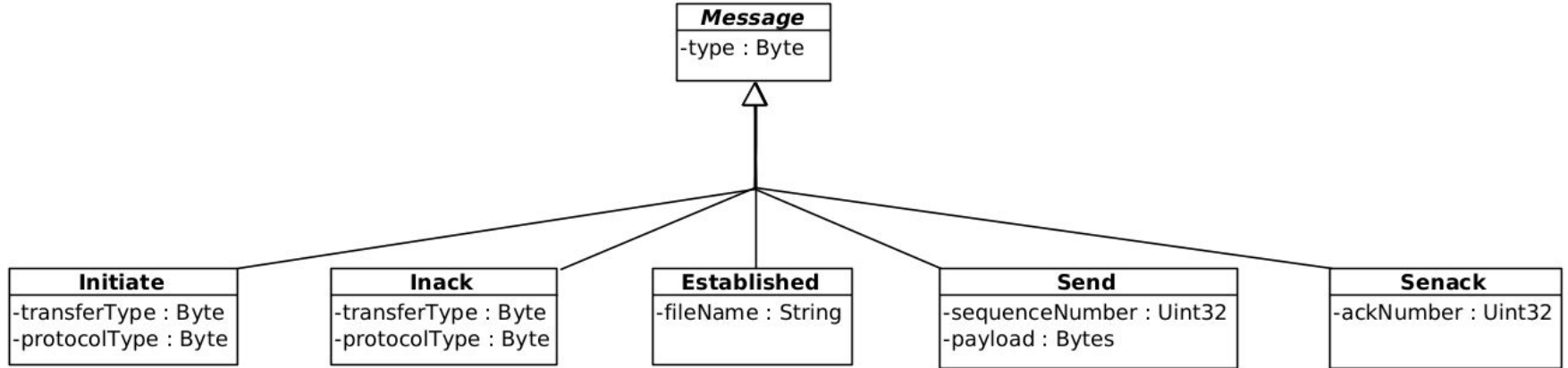
TP N°1: File Transfer

Grupo N°13

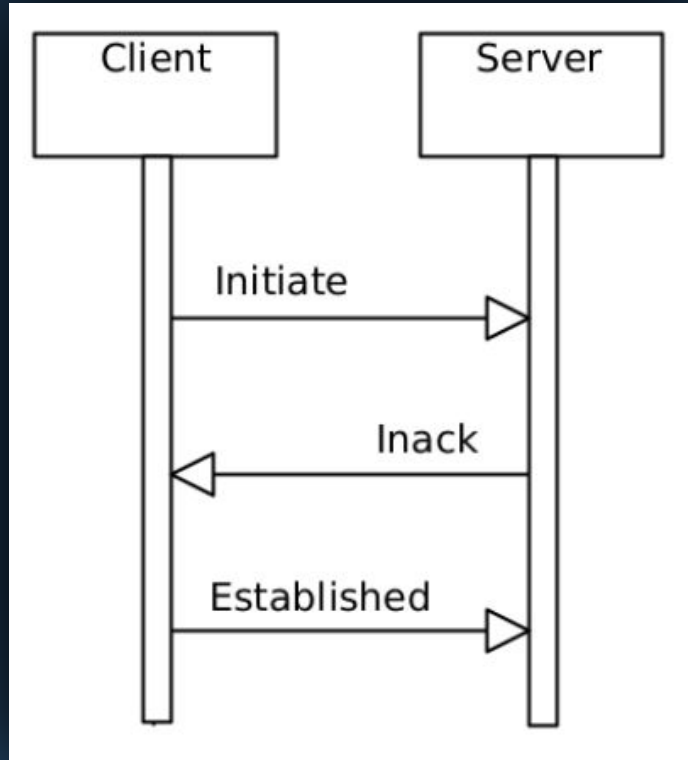
Integrantes:

- Mundani Vegega, Ezequiel 102.312
- Sicca, Fabio 104.892

Tipos de mensaje



Etapa 1: handshake



Initiate

-transferType : Byte
-protocolType : Byte

Inack

-transferType : Byte
-protocolType : Byte

Established

-fileName : String

Conexión

Connection

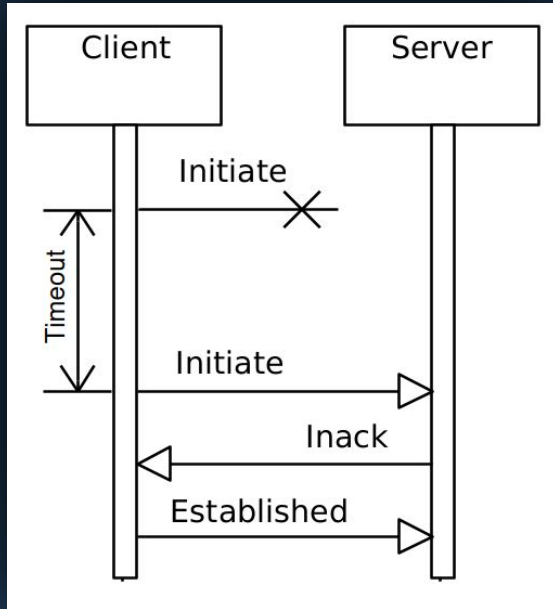
- destinationHost
- destinationPort
- socket
- fileName
- transferType
- protocol
- threadManager
- threadCommunicationQueue
- endConnectionFlag
- timeoutTimer

Hay 3 threads por conexión:

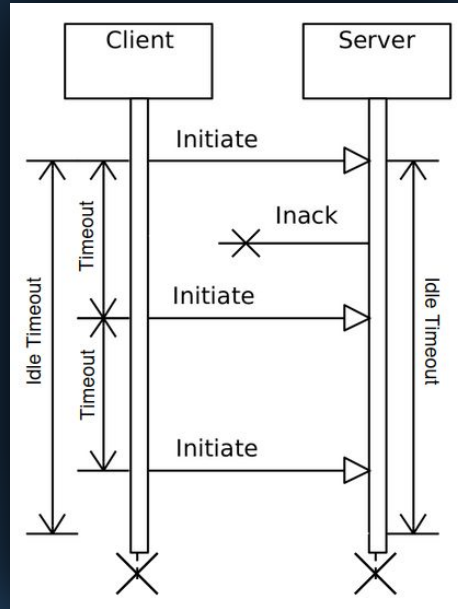
- Sender
- Receiver
- Idle Timeout

Pérdidas en el handshake

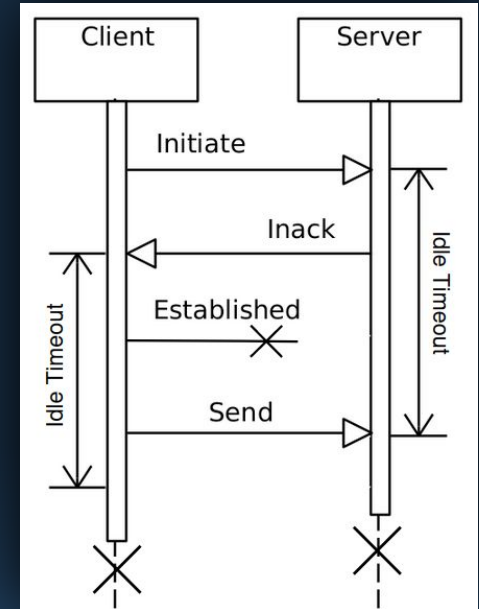
Initiate



Inack



Established



Etapa 2:

Envío del archivo

Sender:

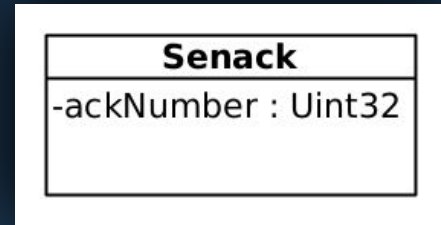
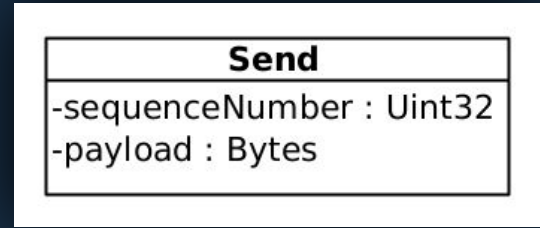
- Envía Sends
- Procesa Senacks
- Decide reenvíos

Receiver:

- Recibe Senacks

Idle Timeout:

- Decide si finalizar conexión



Etapa 2:

Recepción del archivo

Sender:

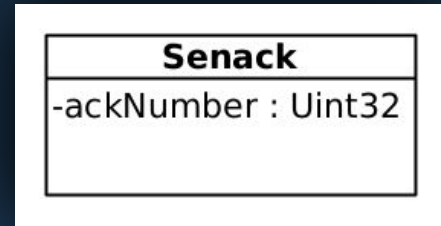
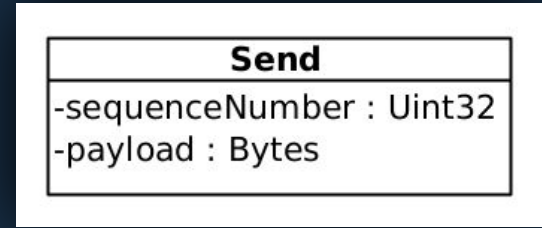
- Envía Senacks

Receiver:

- Recibe Sends
- Descarta repetidos/desordenados

Idle Timeout:

- Decide si finalizar conexión

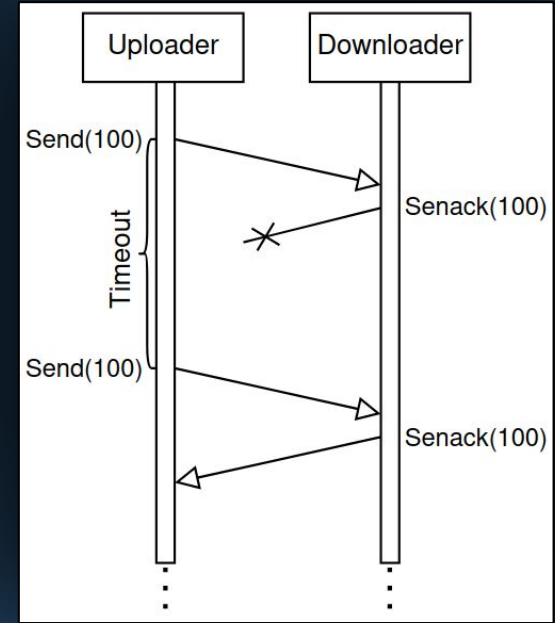
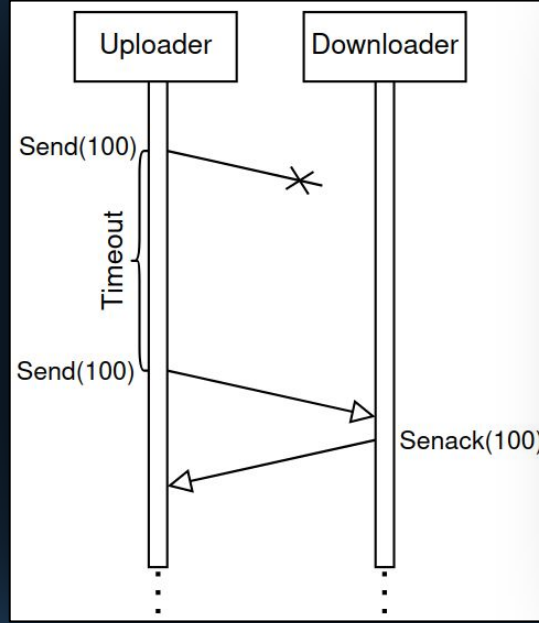
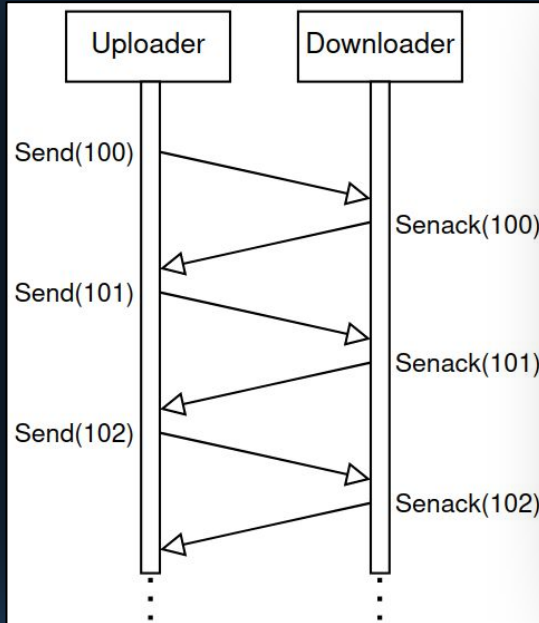


Protocolos RDT: Stop & Wait

:D

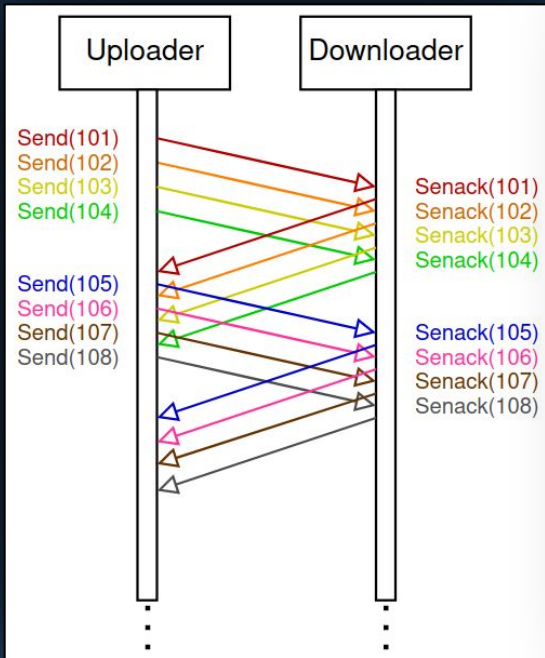
Perder Send

Perder Senack

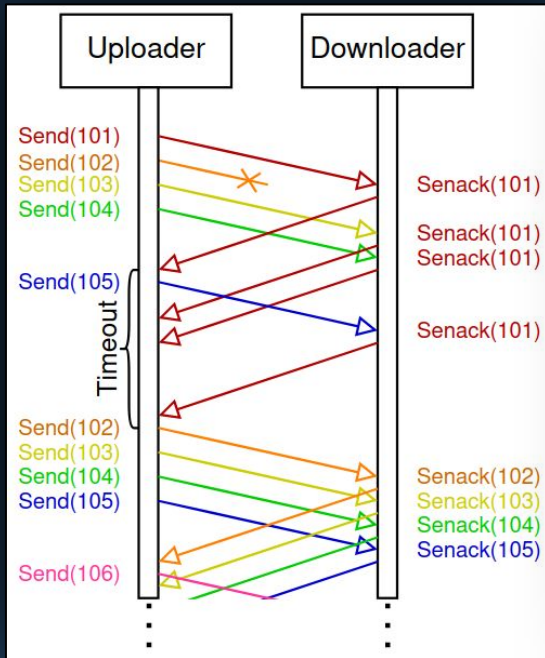


Protocolos RDT: Go Back N

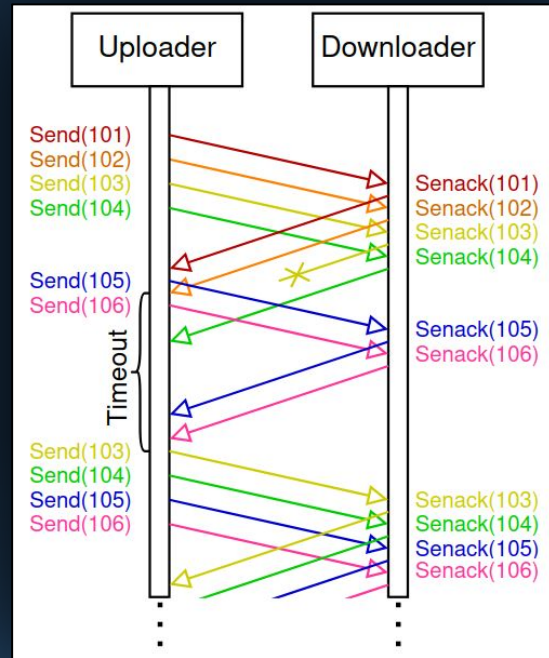
D



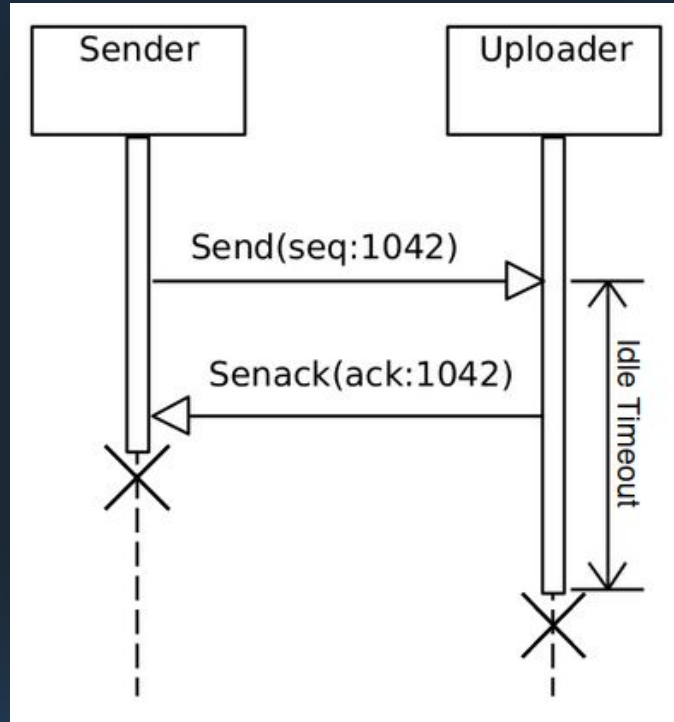
Perder Send



Perder Senack



Protocolos RDT: Fin de conexión





¡¡¡Gracias!!!
(y ahora la demo)