

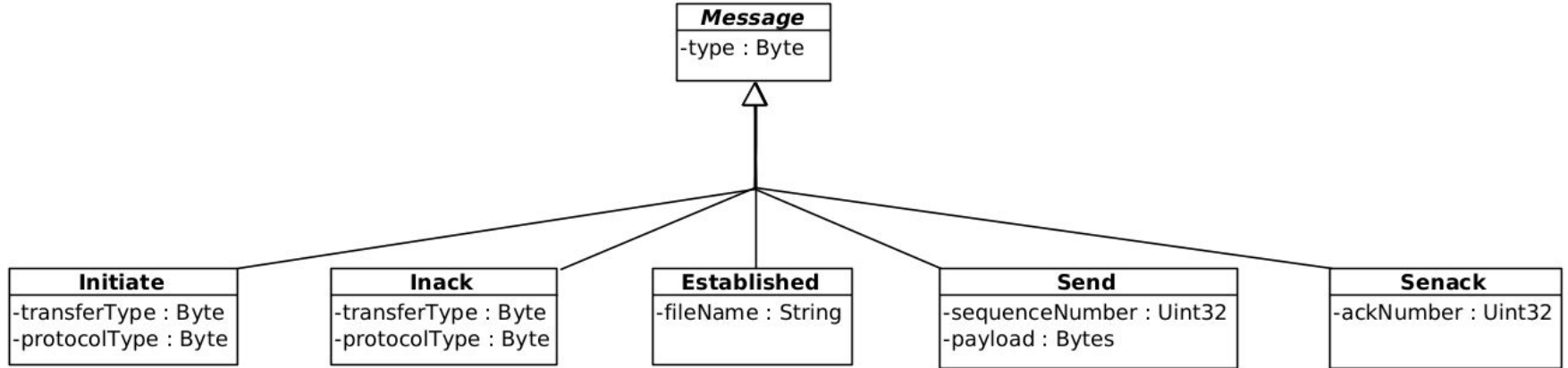
# TP N°1: File Transfer

## Grupo N°13

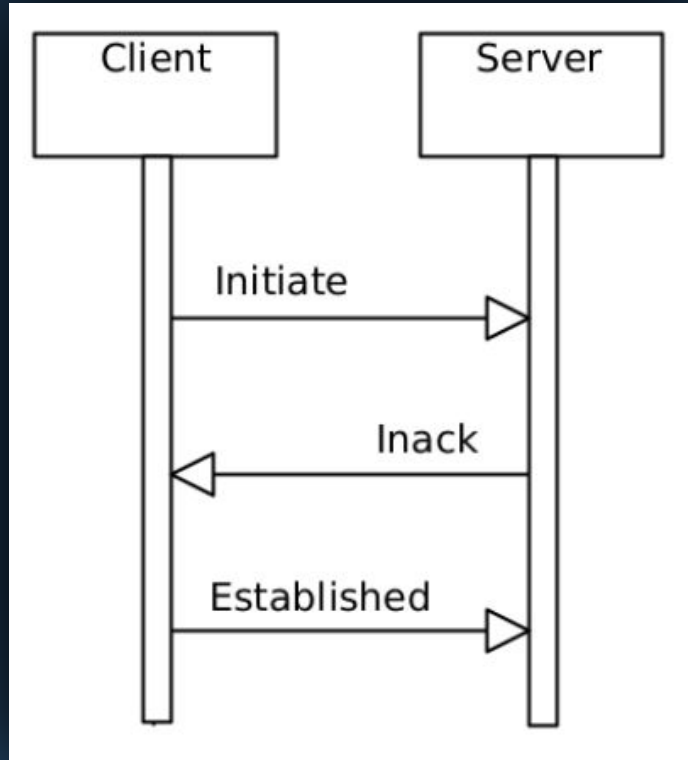
### Integrantes:

- 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

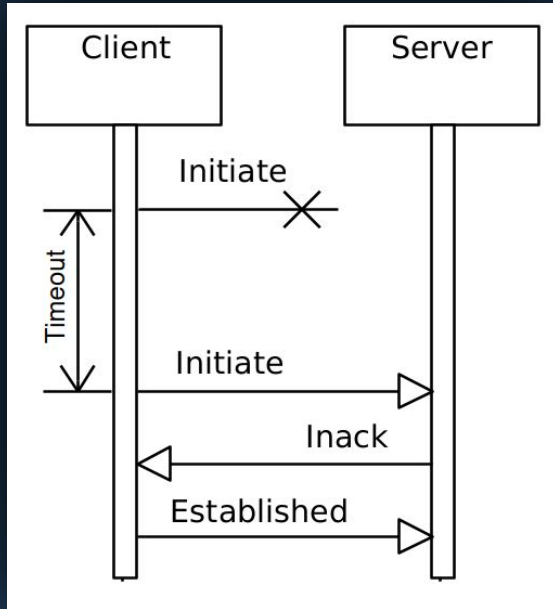
- destinationHost
- destinationPort
- socket
- fileName
- transferType
- protocol
- threadManager
- threadCommunicationQueue
- endConnectionFlag
- timeoutTimer

Hay 3 threads por conexión:

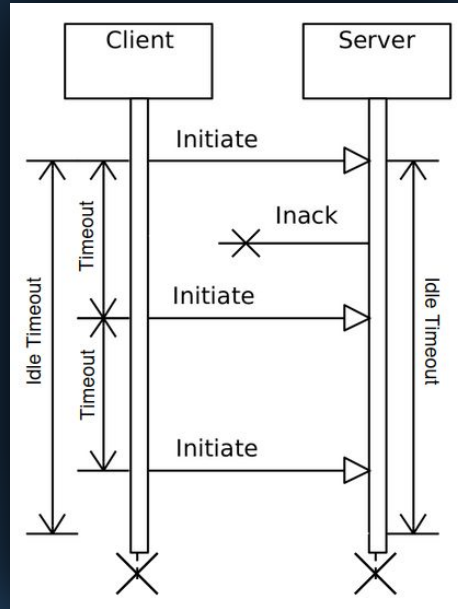
- Sender
- Receiver
- Idle Timeout

# Pérdidas en el handshake

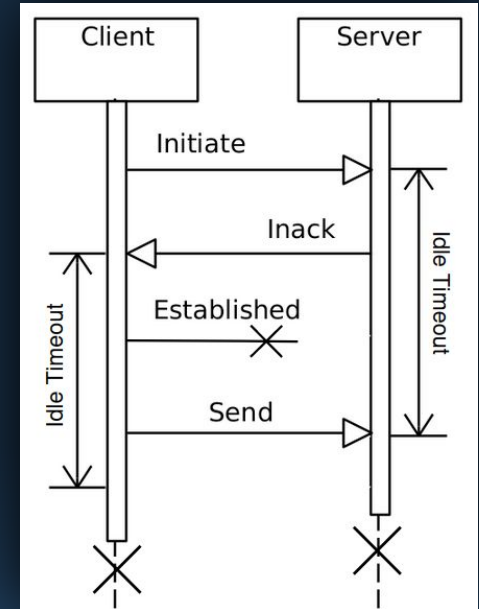
## Initiate



## Inack



## Established



## Etapa 2:

### Envío del archivo

#### Sender:

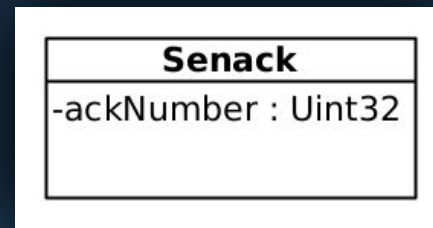
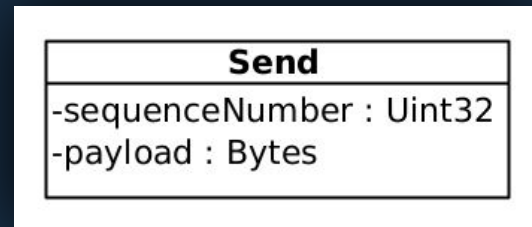
- Envía Sends
- Procesa Senacks
- Decide reenvíos

#### Receiver:

- Recibe Senacks

#### Idle Timeout:

- Decide si finalizar conexión



## Etapa 2:

# Recepción del archivo

Sender:

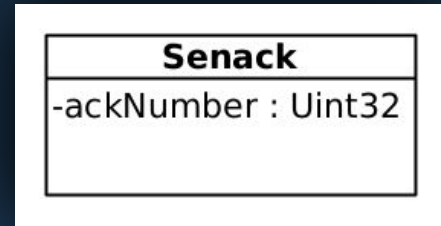
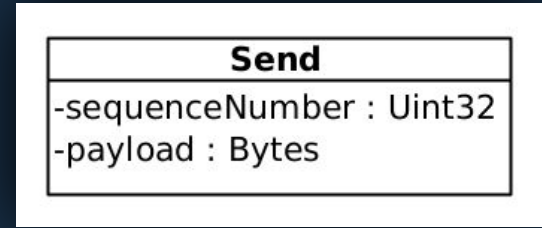
- Envía Senacks

Receiver:

- Recibe Sends
- Descarta repetidos/desordenados

Idle Timeout:

- Decide si finalizar conexión

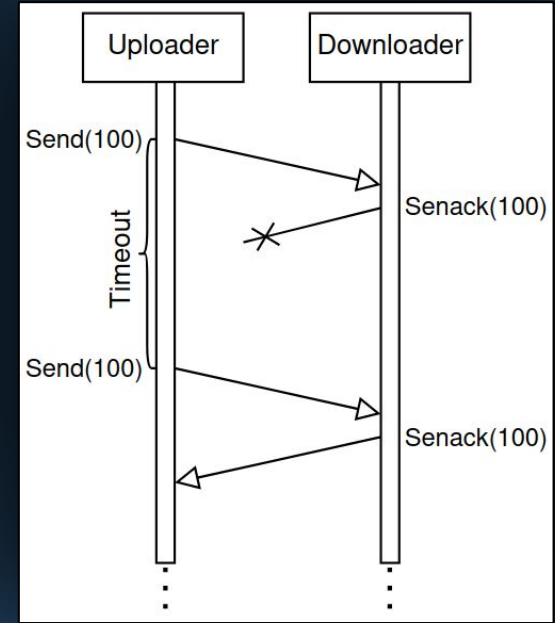
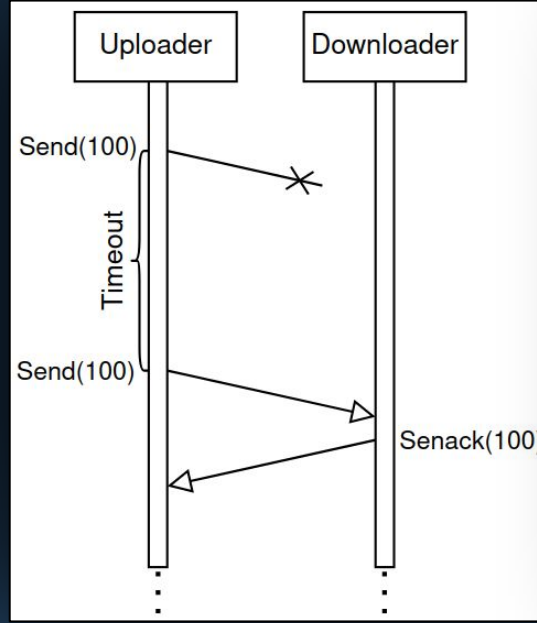
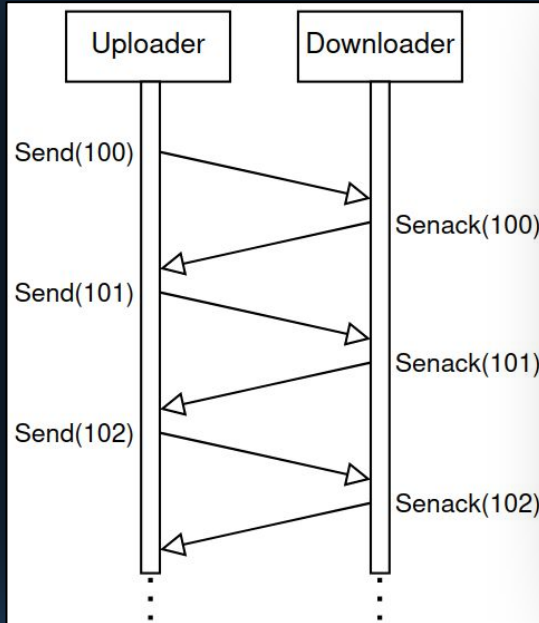


# Protocolos RDT: Stop & Wait

:D

Perder Send

Perder Senack



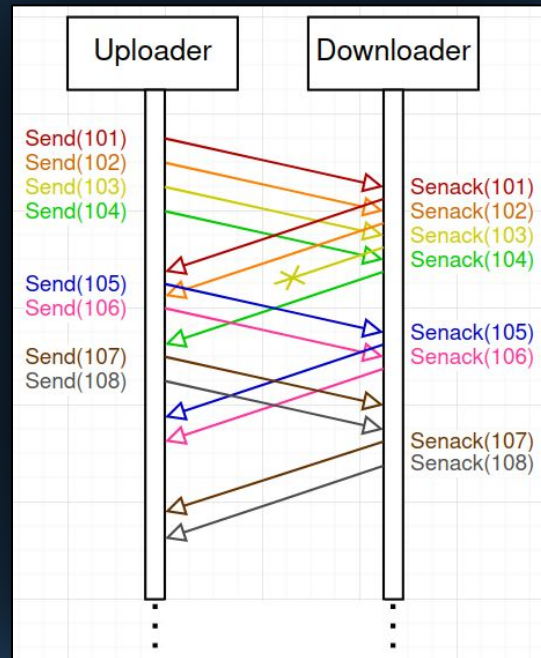
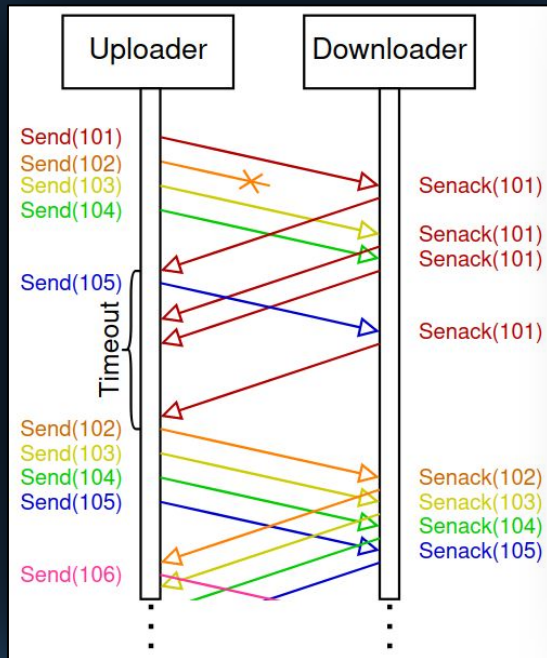
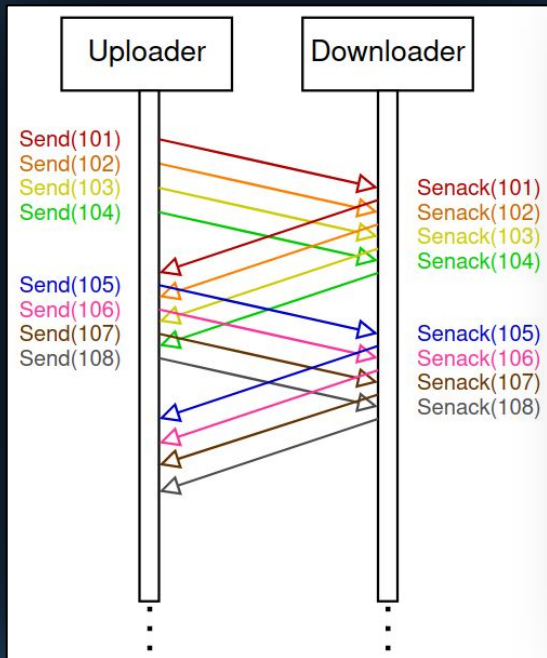


# Protocolos RDT: Go Back N

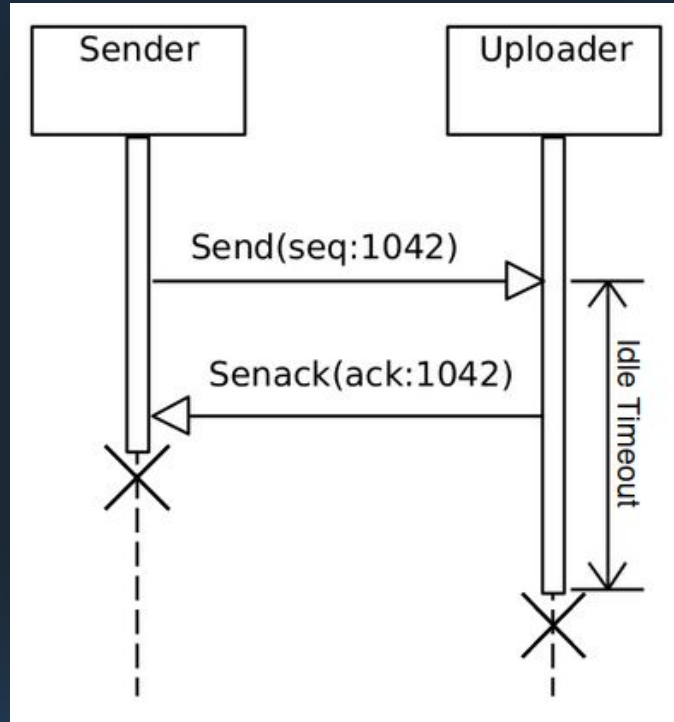
:D

Perder Send

Perder Senack



# Protocolos RDT: Fin de conexión





**¡¡¡Gracias!!!**  
**(y ahora la demo)**