If(ACK && Packet\_not\_corrupt

&& package\_seq\_within\_window)

//If packet sequence number is within the window, then we move the window by package\_seq - window\_start\_seq

window\_start\_seq = package\_seq

Send(data)

If(next\_seq < window\_start\_seq + windowsize){

Send\_packet(next\_seq, checksum, data)

next\_seq++ }

Initial

Timeout\_received

next\_seq=window\_start\_seq

Stop\_timer()

If(ACK && Packet\_not\_corrupt && Packet\_seq == next\_seq)

window\_start\_seq=next\_seq+1

Stop\_timer()

If(next\_seq>= window\_start \_seq + windowsize)

Start\_timer()

**Explanations**

ACK: Acknowledgment

FIN: teardown flag

data: data sent to receiver

checksum: Error detection value

Timeout\_received: The time for receiving ACK has passed

window\_start\_seq: Start sequence number of the window

package\_seq\_within\_window : window\_start\_seq <= Packet\_seq <= window\_start\_seq + windowsize

windowsize: Number of packets in the window

next\_seq: Next expected sequence number

Packet\_seq: sequence number for the received packet

Packet\_not\_corrupt: Checksum is valid (no error)