Initial

Packet\_received

If(Packet\_not\_corrupt &&

Packet\_seq == next\_seq) {

Send(ACK, next\_seq+1)}

Else {

//Do nothing }

If(FIN) {

Init\_Teardown() }

**Explanations**

ACK: Acknowledgment

FIN: teardown flag

Packet\_received: A packet has been received

Packet\_seq: sequence number for the received packet

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

Init\_Teardown(): Initialize teardown state machine

next\_seq: Next expected sequence number