Lab3 readme

(a) Is it able to be built by the "Make" tool?

Yes!

(b) Does it meet all requirements?

Stop-and-wait 的所有 requirements 都有達成；沒有實作 extra bonus 的 selective repeat。

(c) How do you handle the stop-and-wait mechanism?

Client 端向 server 端提出 download file 的 command 後，server 以 1024 bits 為單位把一個 packet 送到 client 端，與此同時 set 一個 timer：如果 client 有收到 packet，則會回傳 ACK 給 server，等 server 收到 ACK 之後才會繼續傳下一個封包；然而，如果 client 端沒收到封包(packet loss)，等到 time expire 之後，server 會重傳一次封包並重新 set timer。

(d) What have you learned from this lab?

了解 UDP socket 的運作原理，以及如何實作出 stop-and-wait 的 technique，另外也更熟悉操作檔案層級的指令如 fopen, fclose, fwrite, sendto, recvfrom，也對 file descriptor 有更深的了解。

Some screenshots of server and client：

Left side are server's screenshots, right side are client's screenshots.

```
Send SEQ = 263                          Received SEQ = 262
Timeout! Resend!                        Oops! Packet loss!
Send SEQ = 263                          Received SEQ = 263
Received ACK = 263                      Received SEQ = 264
Send SEQ = 264                          Received SEQ = 265
Received ACK = 264                      Received SEQ = 266
Send SEQ = 265                          Received SEQ = 267
Received ACK = 265                      Oops! Packet loss!
Send SEQ = 266                          Received SEQ = 268
Received ACK = 266                      Received SEQ = 269
Send SEQ = 267                          Elapsed: 13 sec
Received ACK = 267
Send SEQ = 268
Timeout! Resend!                        Saving download_video.mp4
Send SEQ = 268                          File has been written
Received ACK = 268
Send SEQ = 269
Received ACK = 269                      Please enter a command:

Server is waiting...
```