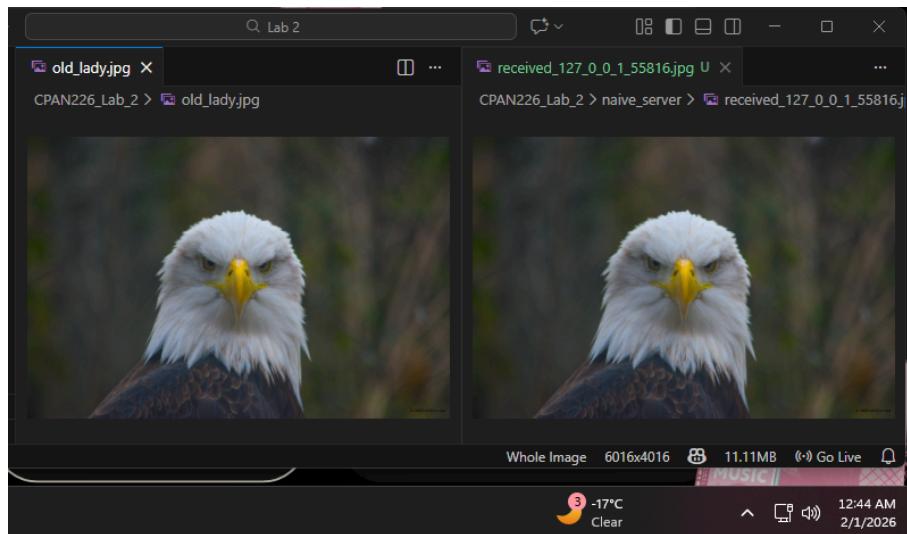


# Lab 2 UDP File Transfer Upgrade

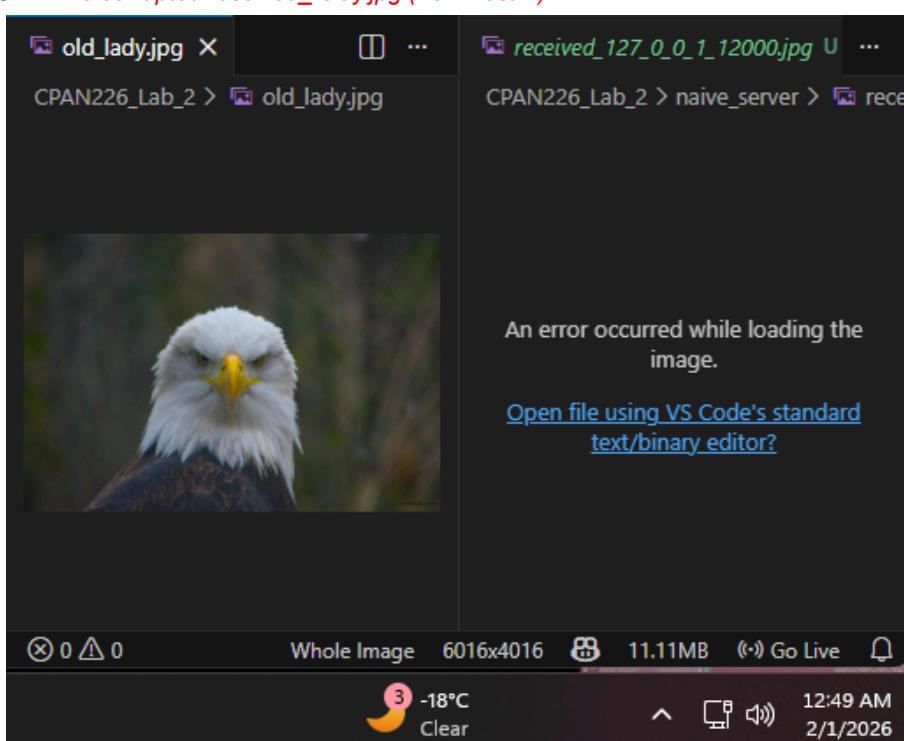
Assessment due date  
2/6/26, 11:59 PM (EST)

**Jenny Nguyen: N01439814**

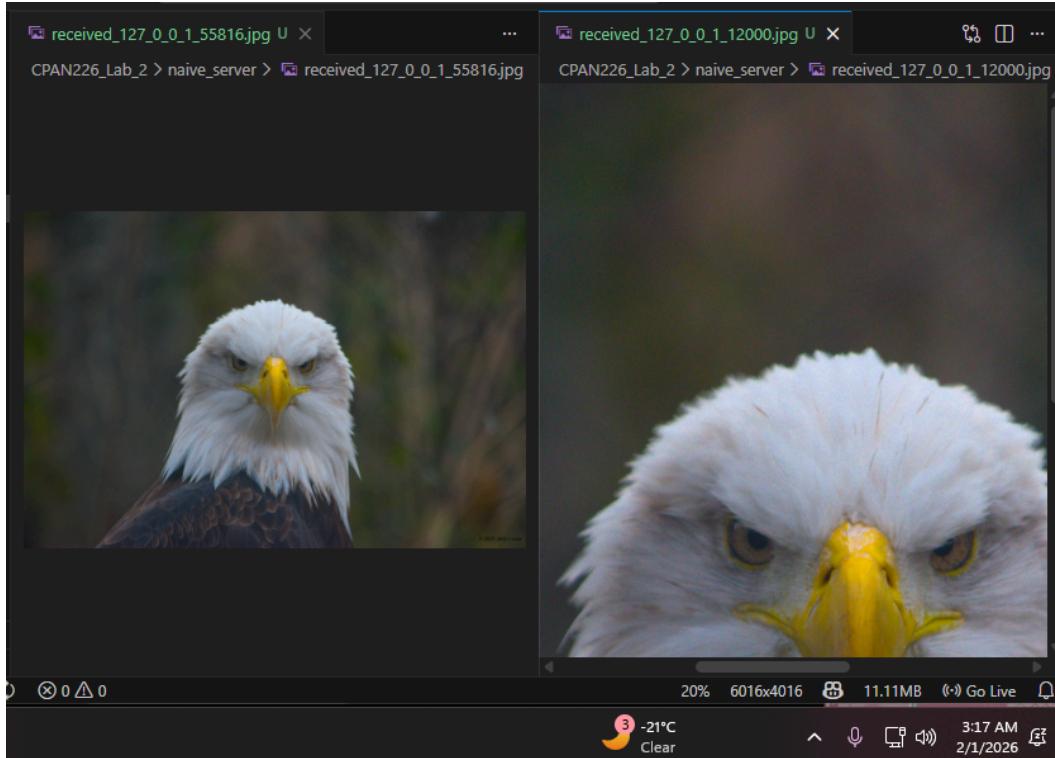
**Screenshot 1:** *The two jpg files (old\_lady.jpg and the received version) from the direct client to server transfer (without the relay).*



**Screenshot 2:** *The corrupted received\_relay.jpg (from Test B).*



**Screenshot 3:** *The clean received.jpg after your code fix, successfully transferred through the relay.*



**Screenshot 4:** *The result of the Final check. Requirement: Both screenshots must include the System Date and Time in the taskbar/menu bar to prove they were taken by you.*

- A brief explanation (1 paragraph) of how your Buffer logic works.

The server keeps track of which packet it expects next (expected\_seq). When a packet arrives, it checks its sequence number. If it's the expected one, the server writes it to the file and looks in its buffer to see if the next packet is already there — if so, it writes that too, and continues until there's a gap. If a packet arrives too early (higher sequence number), it's saved in a buffer dictionary. If a packet is old or a duplicate, it's ignored. This way, packets are written to the file in the correct order even if they arrive shuffled.