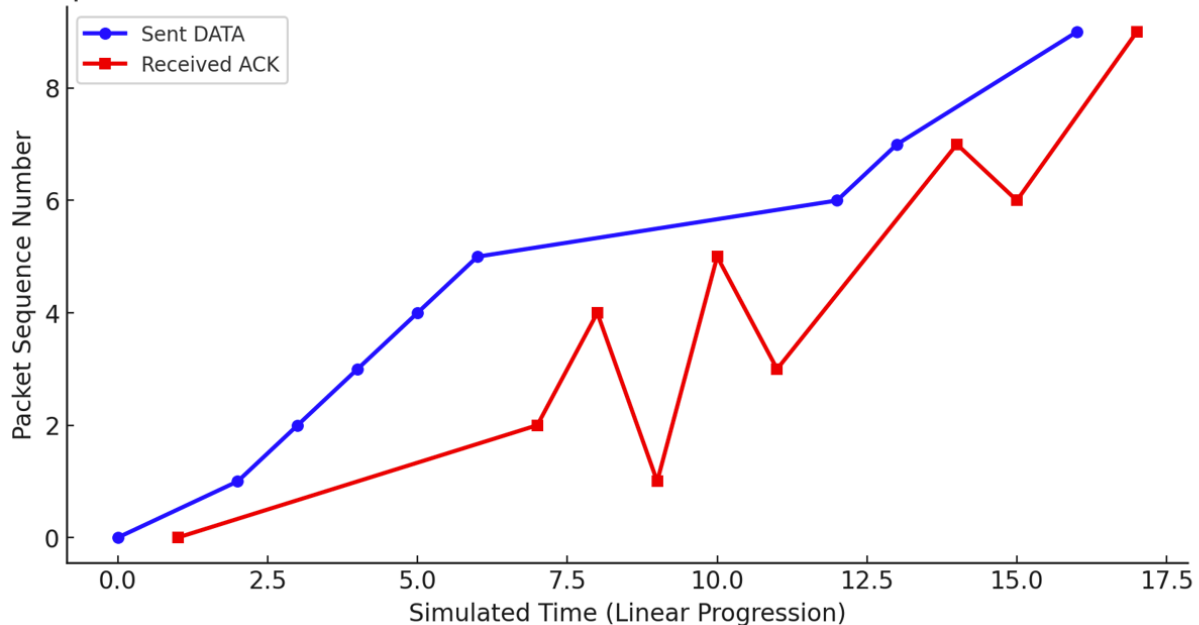


Sequence Numbers for Sent DATA and Received ACKs Over Simulated Time



This was an output taken from a CSV file that I had created after piping all standard output information from the client side of my program. I then took this information and uploaded it to Google Spreadsheets where I was able to create this graph showing the change between DATA packets and ACK packets.

My program features:

Client Directory:

All client related files. The Client.cpp file is where all of the logic behind my client program exists. It reads from a specified file and puts the data into a map containing the respective information on sequence number and the data. C_main.cpp is simply the main for the client.

Common Directory:

Where all universally shared files are stored, used across client and server programs. File_t.cpp is where my reading and writing logic for the client and server are stored. I also have another file: datagram.cpp. This file is where all the byte parsing of packets occurs.

Server Director:

This is where I store all server related files. Conn.cpp (connection) is how I create, view, and modify the client "profile" for each connecting client. I make a map of all clients that are connected and store their respective information. I also have server.cpp, which is where all of my logic behind how the server will send and receive packets is stored.