

Assignment 2 – Marking Scheme

[15] (Directly connect sender & receiver) Successfully transmit a file without delay and loss. Test seqnum.log, ack.log and arrival.log. N must not reset all the time for

[5] a file less than 10 packets (6 packets) without delay and loss.

[10] a file larger than 32 packets (43 packets) without delay and loss.

[25] (Connect sender & receiver to network emulator) Successfully transmit a file with delay and loss

[10] Logging

[5] Logs recorded

[5] Logs recorded correctly

[5] Timer: exactly one timer

[5] Window: sliding dynamic window, starts at N=1, increasing size with new ACKs, capped at 10 packets

[5] Packet

[5] Packet format respected to specification

[30] Simplified TCP behavior. Test seqnum.log, ack.log, N.log and arrival.log.

[5] data/ACK with delay and loss, test receiver side behavior (buffer out-of-order packets)

[5] data/ACK with delay and loss, test receiver side behavior (cumulative ACK)

[5] data/ACK with delay and loss, test sender side behavior (discard duplicate ACKs)

[5] data/ACK with delay and loss, test sender side behavior (Timeout, retransmission, reset N, cumulative ACK)

[10] Correctly implement fast retransmit

[5] Other Implementation Issues

[-5] No README/Makefile when applicable

[-5] Bad code style with comments