Lab 6: Flow Control

Book: Section 3.5.5.

Firstname: ID:

Surname: Lab section #

A server needs to send a file of size 131 bytes to the client. The client's buffer size is 32 bytes.
Rule1: to eliminate the randomness present in the applet, we assume that the client consumes the received data before the next packet from the server comes in.
Rule2: the client can consume up to 21 bytes at a time.
Rule3: if the client's buffer is full, the server must behave the same way as in the applet.
Rule4: the packet with 1 byte from Rule3 must not be used in the calculation.
Rule5: you must follow the format shown in the *Example format* below.

Server:

Client:

Server:

Client:

Server:

Client:

Server:

Client:

Server:

Client:

Server:

Client:

Server:

Client:

Server:

Client:

Server:

Client:

Example format:

Server: [48 bytes, SEQ=0]
Client: [ACK=48, WIN=0]

Server: [1 byte, SEQ=48]
Client: [ACK=48, WIN=36]

note: in the example above, the client's buffer size is 48 bytes and the client can take 36 bytes at a time. There's 1 space after a comma, and 1 space after a colon.