**Reliable Transfer over an Unreliable Channel that can also loose Packets**

**Step 1:**

• There are two classes:

a) stop-wait\_client.c

b) stop-wait\_server .c

• stop-wait\_client.c will first create a File object from the input file location

• Make sure that you change the file path accordingly to point to the location of your specific input file.

**Step 2:**

• The input file can be a text file or an image file.

• The stop-wait\_client.c class is responsible for reading the bytes of data from the input file and send the data in chunks of bytes to the Server side.

**Step 3:**

• The stop-wait\_server .c class will then check for the incoming packet of data, calculate checksum and send the specific acknowledgements back to the client side for verification.

**Program Execution Steps:**

1) Make sure that you have the input file (text file/image file) ready.

2) Specify the correct path of the input file in the stop-wait\_client.c class

3) Compile both the classes first.

4) Firstly execute the following class: stop-wait\_server .c

5) Secondly execute the class stop-wait\_client.c