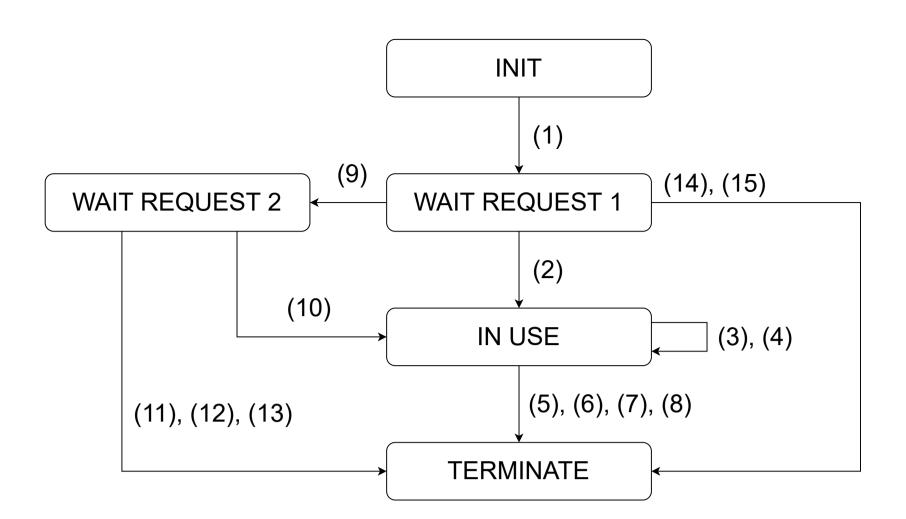
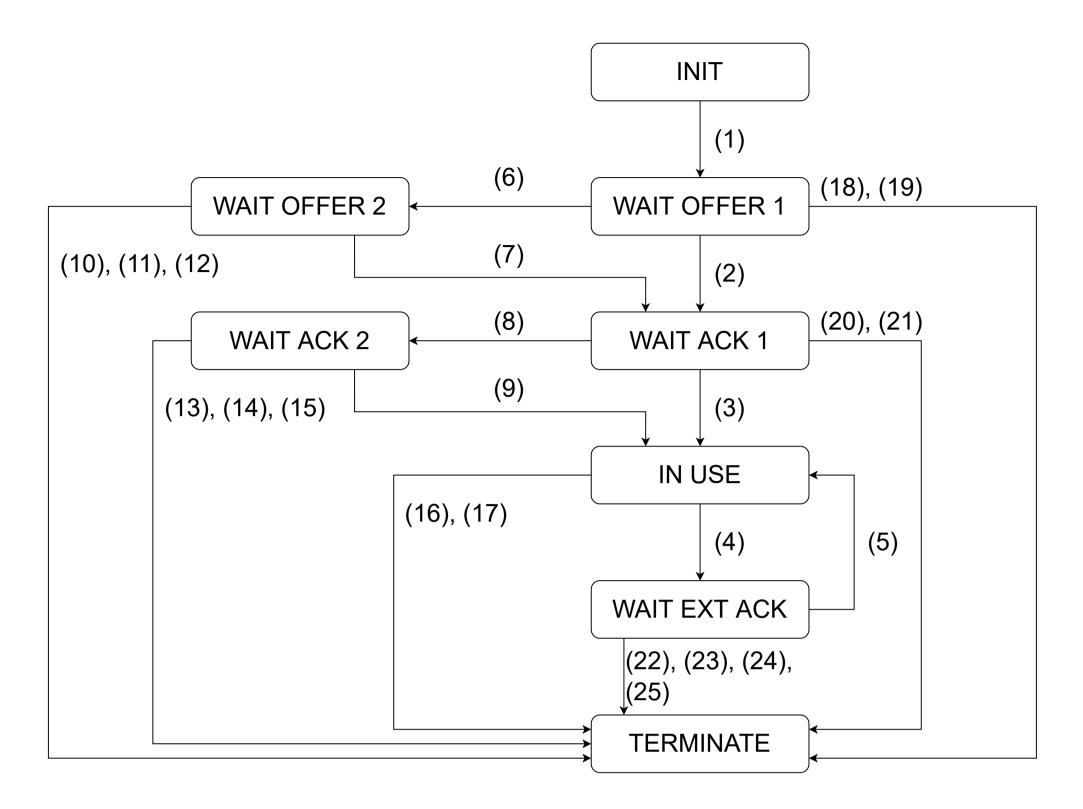
## Server Side



- (1) recv DISCOVER
- (2) recv REQUEST ALLOC OK
- (3) recv REQUEST EXT OK
- (4) recv RELEASE NG
- (5) recv RELEASE OK
- (6) recv REQUEST EXT NG
- (7) TTL timeout
- (8) recv unknown msg
- (9) message timeout
- (10) recv REQUEST ALLOC OK
- (11) recv REQUEST ALLOC NG
- (12) message timeout
- (13) recv unknown msg
- (14) recv REQUEST ALLOC NG
- (15) recv unknown msg

- → create client, send OFFER OK
- → send ACK OK
- → send ACK OK
- $\rightarrow$  none
- → terminate
- → terminate
- → terminate
- → terminate
- → REsend OFFER
- → send ACK OK
- → send ACK NG, terminate
- → terminate
- → terminate
- → send ACK NG, terminate
- → terminate

## Client Side



- (1) nothing
- (2) recv OFFER OK
- (3) recv ACK OK
- (4) TTL/2 passed
- (5) recv ACK OK
- (6) message timeout
- (7) recv OFFER OK
- (8) message timeout
- (9) recv ACK OK
- (10) message timeout
- (11) recv OFFER NG
- (12) recv unknown msg
- (13) message timeout
- (14) recv ACK NG
- (15) recv unknown msg
- (16) recv SIGHUP
- (17) TTL timeout
- (18) recv OFFER NG
- (19) recv unknown msg
- (20) recv ACK NG
- (21) recv unknown msg
- (22) recv SIGHUP
- (23) TTL timeout
- (24) recv ACK NG
- (25) recv unknown msg

- → send DISCOVER
- → send REQUEST ALLOC
- → nothing
- → send REQUEST EXT
- → nothing
- → REsend DISCOVER
- → send REQUEST ALLOC
- → REsend REQUEST ALLOC
- → nothing
- → terminate
- → send RELEASE, terminate
- $\rightarrow$  terminate
- → send RELEASE, terminate
- → terminate
- → terminate
- → terminate