CS118 project2 report

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abstract:

In this project, we need to implement the reliable data transfer 3.0 based on the UDP with self-designed header and behaviours.

Implementation Description:
We send the packet structure directly between client and server. The packet structure includes all the information included by TCP header: SYN/ACK/FIN flags, acknowledgement number & sequence number, data size and data itself. What's more, we add a file_status flag to info the client the existence of the file.
All the transferring will be printed out to help the debugging process.
The time out is implement by poll.

Difficulty:
Facing a complex protocol, we did have many problems with programming. The first one is the usage of the UDP socket programming which is distinct from the TCP socket programming we performed in the first project. It does not require any listen or connection to initiate an official transferring.
Next thing annoying is the time out implementation.

File status is the last thing hard about.