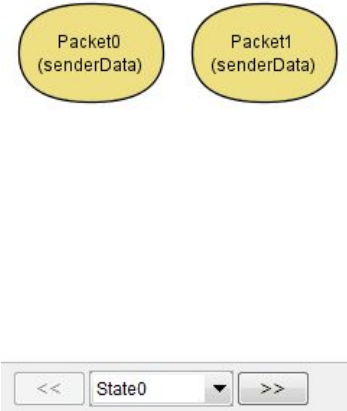
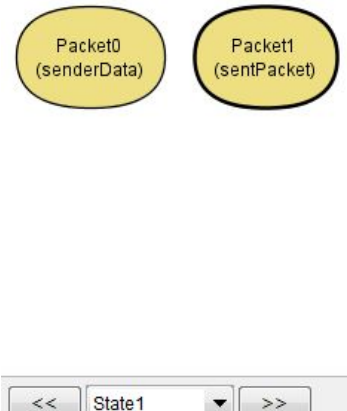
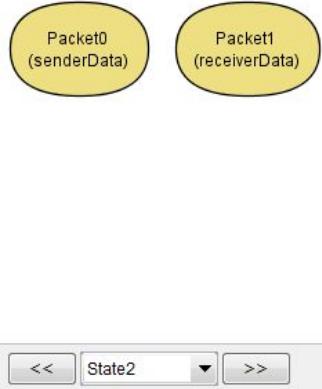
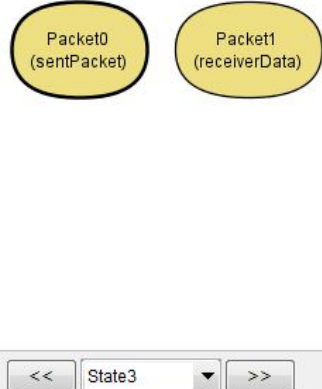
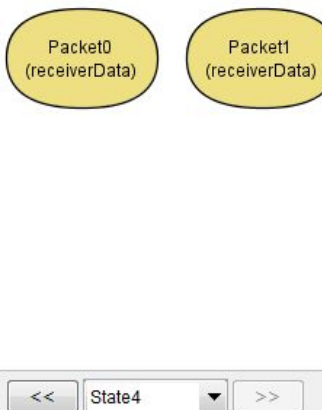


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Milestone 1 - Checking RDT 1.0

Below you can see a walkthrough of two pieces of data being sent projected over state. Note that every piece of data starts with the sender in *senderData* then transitions to being in the *sentPacket* state, which represents it being in the network before finally finishing in the *recieverData* which represents it being received by the person who requested it. Note that we have no example of it not working, as there are no network errors, meaning the only way it could fail is if the model was over constrained.

	<p>In the initial state all packets are stored in the sender data.</p>
	<p>In the second state, a packet is selected and set as the <i>sentPacket</i>, the packet which will be sent to the receiver.</p>

	<p>In State 2, the item that was in the previous state's <i>sentPacket</i> is added to the Receiver's data</p>
	<p>The last item is selected from the Sender's data buffer, and set as the packet to be sent to the receiver</p>
	<p>The last packet is sent to the Receiver and there are no more packets in the <i>senderData</i>, or packets in transition between the states</p>