

cancelTimer

—sendDatagramm()——

waitForTimeOut() || Interrupt

-reSendDatagramm()—

-initTimer-

alt

[!Interupted]

computeTimeout(duration)

congestionWindow++

congestionCount++

congestionCount = 0

congestionWindow++

cleanUpBuffer()

[congestionWindow < threshold]

[congestionCount >= congestionWindow && congestionWindow < windowSize]