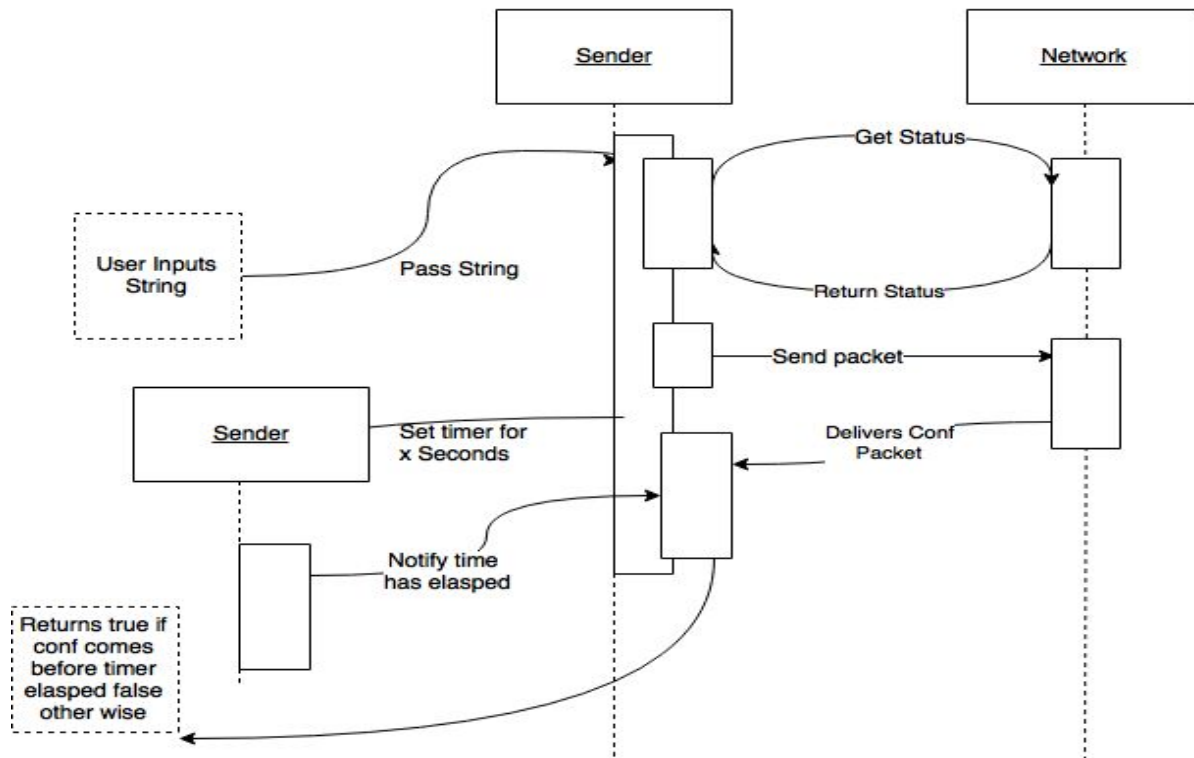
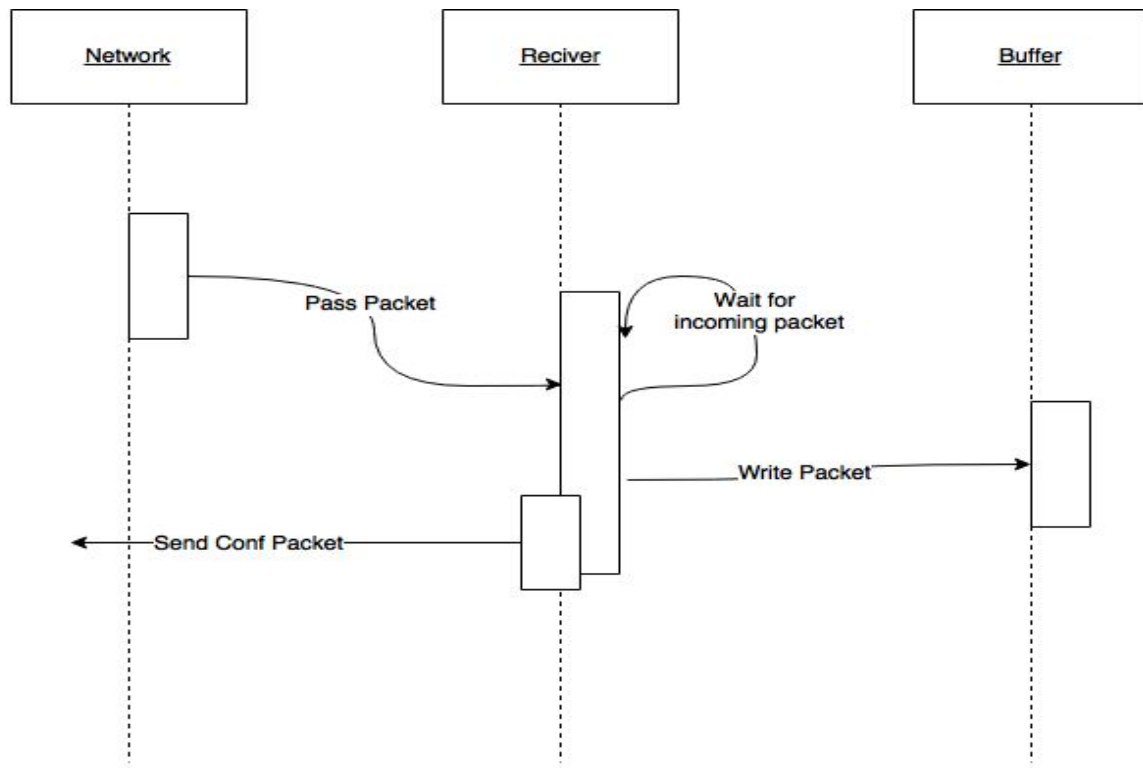


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Comp 303 ASS 2

Q1:

A.



B. if it had to send some large amount of packets i would change the flow in the following way: i would require that the sender, splits the data to be sent into packets and generates a key for each packet, it would send a initial packet once the network was open, this initial packet would contain all of the keys of the packets that have the data. Then until all the packets are sent the sender waits for the network to be quiet and sends a packet, once all are sent it waits on a timer of n milliseconds. The receiver in turn would get the initial packet and continue to listen for packets, once it receives a packet it records it key and then saves it to the buffer. The receiver will continue to do this until the values of the received packets keys match those mentioned in the initial packet. When this happens it sends a confirmation packet.