Computer Network HW2

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How to use

Compile

```
$ make all
```

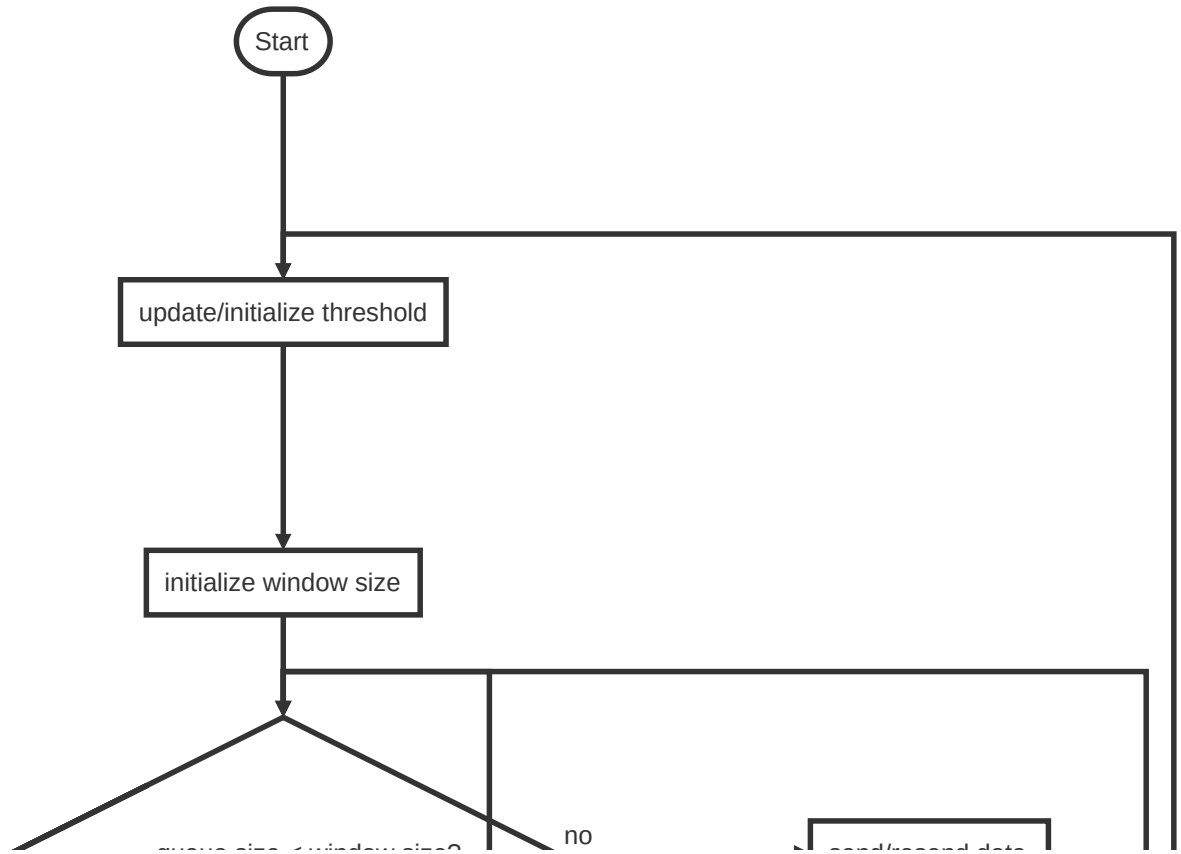
Execute

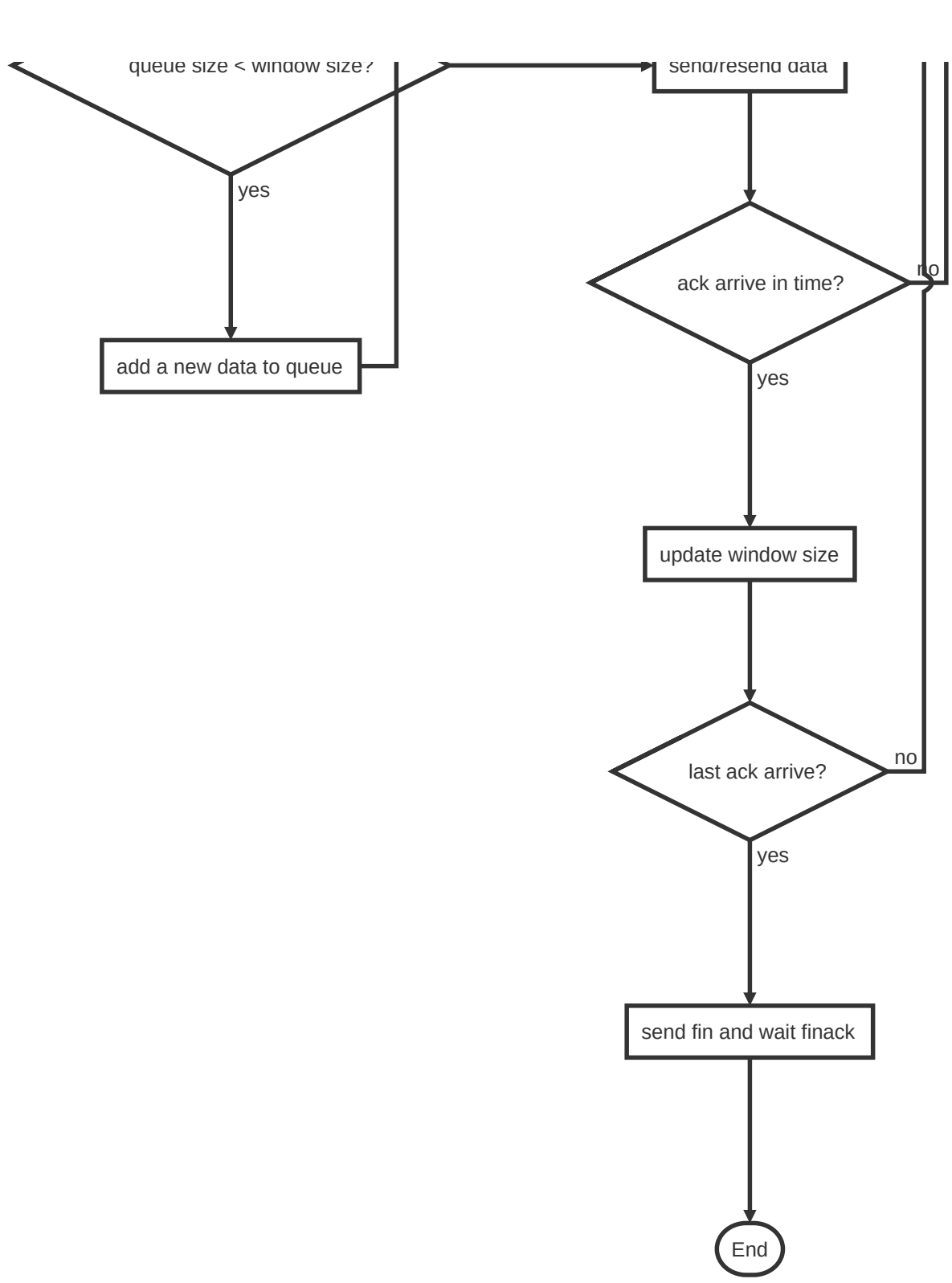
```
$ ./sender <agent ip> <agent port> <sender ip> <sender port> <file name>
$ ./agent <sender ip> <receiver ip> <sender port> <agent port> <receiver port>
$ ./receiver <agent ip> <agent port> <revceiver ip> <receiver port>
```

not that ip format should be `xxx.xxx.xxx.xxx`, not `local`.

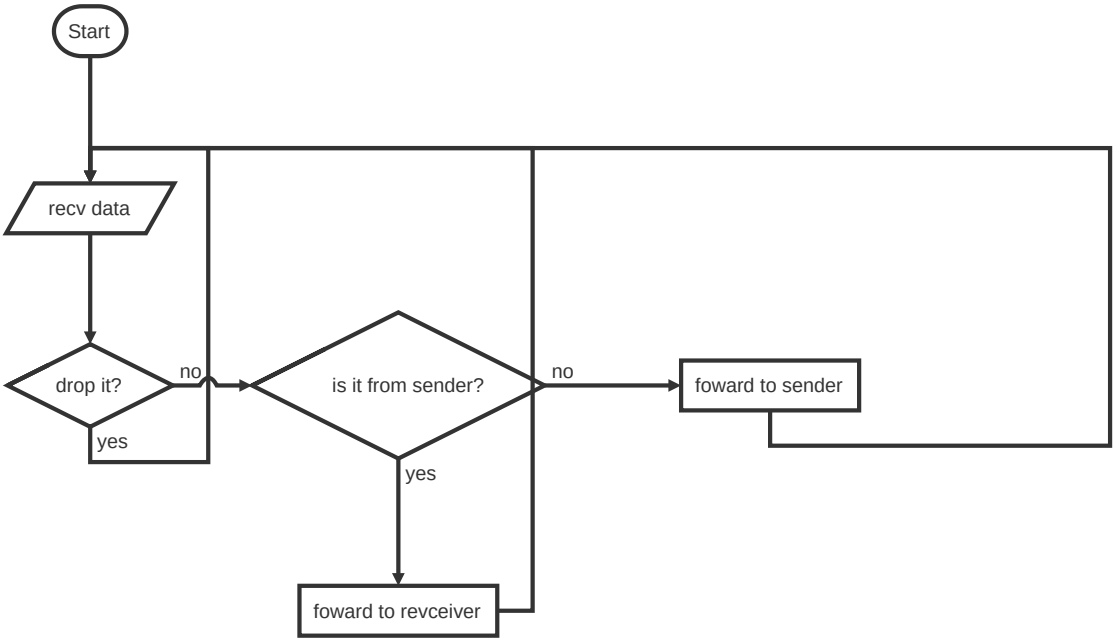
Sender

The first segment data contains resolution.

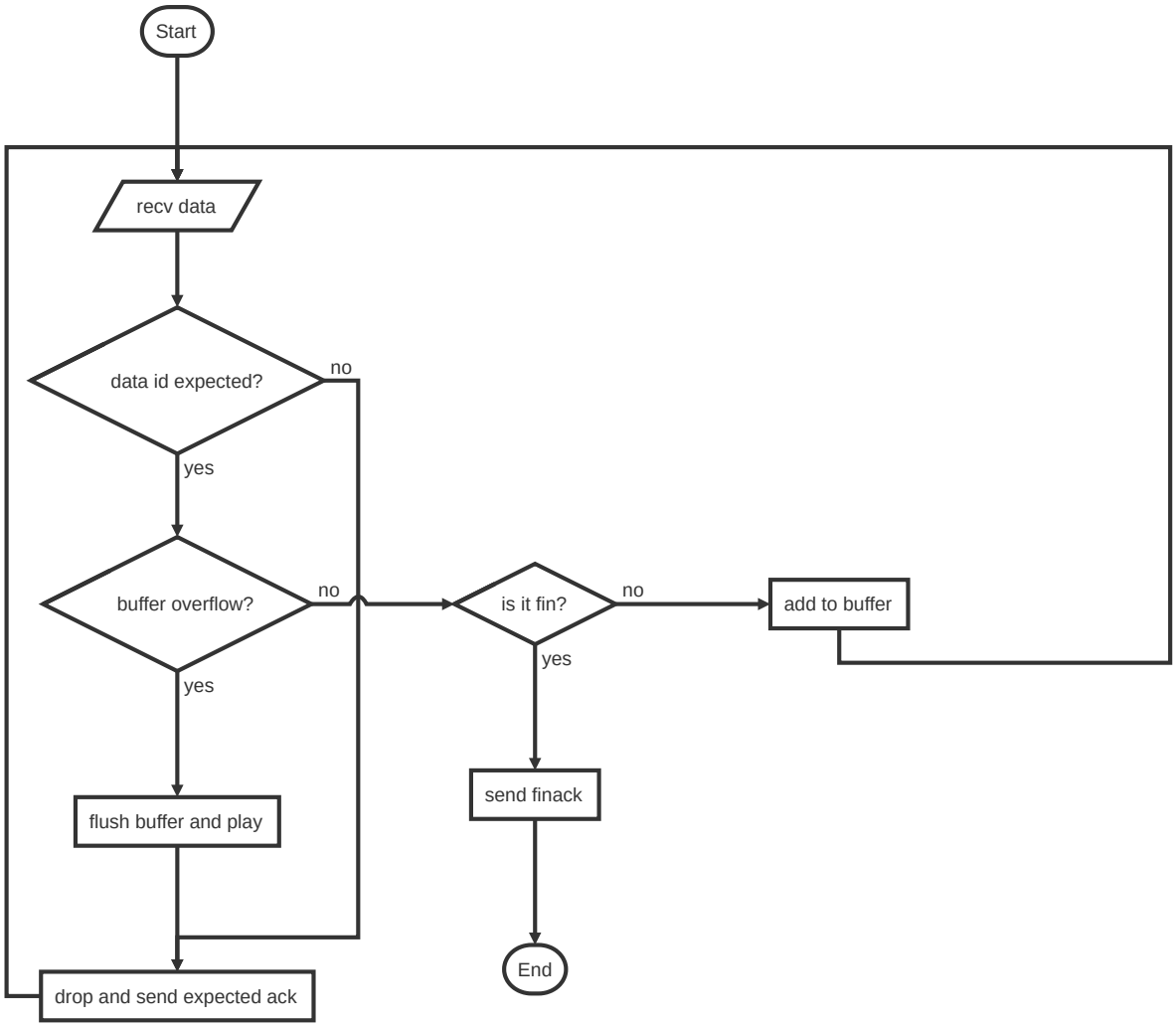



queue size < window size?
send/resend data
yes
ack arrive in time?
no
add a new data to queue
yes
update window size
last ack arrive?
no
yes
send fin and wait finack
End

Agent


Start
recv data
drop it?
no
yes
is it from sender?
no
foward to sender
yes
foward to revceiver

Receiver


Start
recv data
data id expected?
no
yes
buffer overflow?
no
yes
is it fin?
no
add to buffer
yes
send finack
End
flush buffer and play
drop and send expected ack