Handshake pseudocode

Mobile

if(network\_busy == true)

Check if there are packets to be sent

If yes: send request to server

wait for acknowledgement from server

Transfer once acknowledgement received

If no: wait random time

Else

Wait random time

Server

Wait for request from mobile

Check which mobile sent request

Send back acknowledgement

Set network to busy

Wait for falling edge of transfer.

Set network to not busy, set acknowledgement to false, return to the beginning of loop