Handshake pseudocode

Mobile to server

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 receiving

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

Server transfer

At certain time

Set network busy

For number of packets need to make 1 image

Send request to mobile

Wait for acknowledgement

Transfer 1 image packet & wait amount of time depending on bandwidth

Set network Not busy

Mobile receiving

Wait for request

Send acknowledgement

Wait for data

image packet counter++

If image packet counter == amount to make 1 image

Image packet counter = 0

Image counter++