```
import socket
import random

def server():
    s = socket.socket()
    s.bind(('127.0.0.1', 5001))

    s.listen(1)
    conn, _ = s.accept()

    while True:
        data = conn.recv(1024).decode()

        if not data:
            break

        print(f"received: {data}")

        if random.choice([True, True, False]):
            conn.send("ACK".encode())
            print("ACK sent")
        else:
            print("ACK dropped")

    conn.close()

if __name__ == '__main__':
    server()
```

```
import socket
import time

def client():
    s = socket.socket()
    s.connect(('127.0.0.1', 5001))
    s.settimeout(1)
    messages = ["1", "2", "3", "4"]

    for message in messages:
        sent = False

        while not sent:
            try:
                print(f"sending: {message}")
                s.send(message.encode())

                ack = s.recv(1024).decode()

                if ack == "ACK":
                    print(f"received: {ack}")
                    sent = True
                else:
                    print("resending")

            except socket.timeout:
                print(f"timeout")

        time.sleep(1)

    s.close()

if __name__ == '__main__':
    client()
```