CS 3251 – Spring 2016

Programming Project – Part 1

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**Description:**

In this project, we are required to build a reliable data transfer protocol that is using UDP sockets but connection-oriented. We also have to implement functions such as bidirectional data transfer, duplicate ACK detect and recover, window-based flow control, byte-stream communication, and so on. We utilized some ideas from TCP to build our own RTP.

Connection Establishment and Termination: