Optional:

Encryption

Pass down channel through layers

Compulsory:

Hamming code data integrity

Transport – Dom

Network – Nathan

Link – Huw

Transport: Poll device until we receive a response to say it can accept the message

Maybe queue messages if we can’t see if yet??

Hamming code for data integrity

‘Send last again’ if data isn’t integral

Break up large amounts of data into segments of fixed length

Check none of the data is corrupted else ask for retransmission

Network: Routing tables with mesh networking, work out which il mattos can see which il mattos

Link layer: Put packets into frames in correct order

Give each frame a number

Handshake and low level acknowledgement of each frame

Store everything in strings

C++

**Destination = 8 chars, eg Huw, or Nathan**

**Application layer:**

Char SendData[1000] = 0;

Char ReceivedData[1000] = 0;

Send\_data(destination, &data[0]);

Flag = Receive data(&data[0]); //Receive data returns 0 if no new data

If (flag)

Display\_new data

**Transport layer: //Try and use classes in each layer?**

Char segment1[120]

Char segment2[120]

……

Char segment5[120] //Or max amount of segments

Char\* sendpointer;

Char\* recievepointer;

Void send\_data(char destination[10], sendpointer\*)

{

for (I = 0 to 120)

segment1[i] = sendpointer[i]

for (I = 120 to 240)

segment2[i] = sendpointer[i]

//copies all data in x number of segments

segment.hammingencode();

send\_segment(destination, segment1)

send\_segment(destination, segment2)…..

until segment 5

}