Project 2: Reliable UDP- DEMO

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Run the make file in the submitted deliverables. The server will be compiled into "./server" and the client will be compiled into "./client"

Command Line arguments:

Server:

Server takes the following command line arguments in order.

- Port[2000-65000]: The port number with which the server should listen to
- Drop Probability [0-1]: The probability of dropping packets from the server.
- Receiver window size: Should be in bytes.

Client:

Sample Runs:

Client takes the following command line arguments in order.

- Host name: The host where the server is running.
- Port: The port number which the server is listening on.
- File name: File name to transfer. Some sample files are supplied in the deliverables: a.txt, b.txt, c.txt, s3.txt, story.txt, xl.txt, large.txt. File sizes vary from 1 KB to 121 KB.
- Probability [0-1]: The probability to simulate high latency communication on client side.
- Receiver window size: Should be in bytes.

1. Run 1 Input: Server: ./server 2500 0.1 1000 Client: ./client localhost s3.txt 0.01 1000

Output:

Client:

Contents of the file s3.txt. Please note that some files contain explicit "\n" as the file content and therefore might appear misaligned in the terminal.

Whenever there is a packet that is out of order, the client will input "Out of order packet received" on the terminal as an indication. At the end of the file, it also appends the word "close" to indicate that the client closed its connection. Actual file data is the remainder of the content displayed on the terminal.

The server displays each packet to be sent, the RTT calculated and some stats at the end of the file transfer.

Screenshots:

```
anup@anup-VirtualBox:-/Documents/ReliableUDP$ ./client localhost 2500 s3.txt 0.0 1000

Socket has been created
Send request to Fetch the file s3.txt
Some day, I know... I can faintly see a day approaching through the haze of time, coming to me, coming for us, bringing us together forever. I call through the endless span of time, and I can barely hear a whisper coming back, saying softly, "Yes, James. I hear you, and I want you to know this: There is a day in the future... Hold on to your hopes, because it will anup@anup-VirtualBox: -/Documents/ReliableUDP

789

1231234567890123

header to be sent: 7:1:801:701:

asde
Packet received
Ack received with ack_num:801
RTT: 130
Packet received
header to be sent: 5:-1:808:808:close
Packet received
Number of packets sent: 10
Number of packets sent at Slow start: 10
Number of packets sent at Congestion Avoidance: 0
Percentage of packets in slow start: 100.00
Percentage of packets in congestion avoidance: 0.00
Congestion window grew till 1364
At once, the max number of packets that were sent was: 4
Waiting to receive
```

2. Run 2

When the file does not exist:

Server:

./server 2500 0.1 1000

Client:

./client localhost i_dont_exist.txt 0.01 1000

Output:

The server displays a message "File not found" in the terminal and goes back to waiting for more requests. The client simply closes its connection as the server sent the "close" signal to the client.

Screenshot:

```
anup@anup-VirtualBox:~/Documents/ReliableUDP$ ./client localhost 2500 i_dont_exi
st.txt 0.0 1000
Socket has been created
Send request to Fetch the file i_dont_exist.txt
anup@anup-VirtualBox:~/Documents/ReliableUDP$
  🚫 🗇 📵 anup@anup-VirtualBox: ~/Documents/ReliableUDP
asde
Packet received
Ack received with ack_num:801
RTT: 130
Packet received
header to be sent: 5:-1:808:808:close
Packet received
Packet received
Number of packets sent: 10
Number of packets sent at slow start: 10
Number of packets sent at Congestion Avoidance: 0
Percentage of packets in slow start: 100.00
Percentage of packets in congestion avoidance: 0.00
Congestion window grew till 1364
At once, the max number of packets that were sent was: 4
Waiting to receive
Waiting to receive
Initial request: 16:1:0:1:i_dont_exist.txt
Fetch the contents of the file: i_dont_exist.txt
File not found
header to be sent: 16:-1:0:2:close
Waiting to receive
```