CG

User-Name: [name of the client]

[empty content]

##

CC

Sequence-Number: [server's current global sequence#]

User-Name: [name of the client]

[empty content]

##

CLOSE

User-Name: [name of the client]

[empty content]

##

MSG

Sequence-Number: [sequence# from the sender]

Content-Length: [the length of the original msg]

Sender: [the name of the sender of the original msg]

[content]

##

ACK
Sequence-Number: [the current ACK# of the client or the server]
Sender: [the sender of this ACK]
[empty content] ##

CMD	
disconnect ##	

(onstructor (connect To server ()): handle Messages (): send CG to server reserd (G U connected, got CC got MSG listen, wait to rcV not inorder discard got CMD for close duplicate inorder send ACK discourd serd UDSE save to buffer send ACK for (LOST) rcv (LOSE / time out too many times





