## Protocol for **Lab 1.1**

Total Message Length (bytes)	Sequence Number	Timestamp (ms)	String
2 bytes	4 bytes	8 bytes (long)	Variable (Up To 1024
			Bytes)

- Integers will use network byte order
- The sequence number will start at 1 and will wrap around at 2<sup>32</sup>-1
- The timestamp is the time in milliseconds since epoch represented as a long (the difference, measured in milliseconds, between the current time and midnight, January 1, 1970 UTC)
- The string will be represented as UTF-8 characters. It can be any length up to 1024 bytes.
- The digits in part c will be sent as a string and will not include any punctuation.