Computer Networks A3

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1 Introduction

1.1 Algorithm:

1. Established socket connection with the server host.

2. Sent "SendSize" request through the socket.

3. Initially our offset is zero and each time we request chunks of 1448 bytes from the server.

4. when it cant receive the data from server it has a timeout of 0.1 seconds and sends request again until it receives.

5. As we receive the data we update the offset by 1448 bytes.

5. Now we store these data chunks in a hash table with Offset as a key and data chunk as its value.

6. At last we have combined the data chunks in the hash table by sorting the offset values as they may have unordered sequence.

7. Because of hash table we get the data according to the sequence numbers we desire which ensures the reliability of data.

8. Finally we converted the string into MD5 hash having in hexadecimal number system and sent to the server.

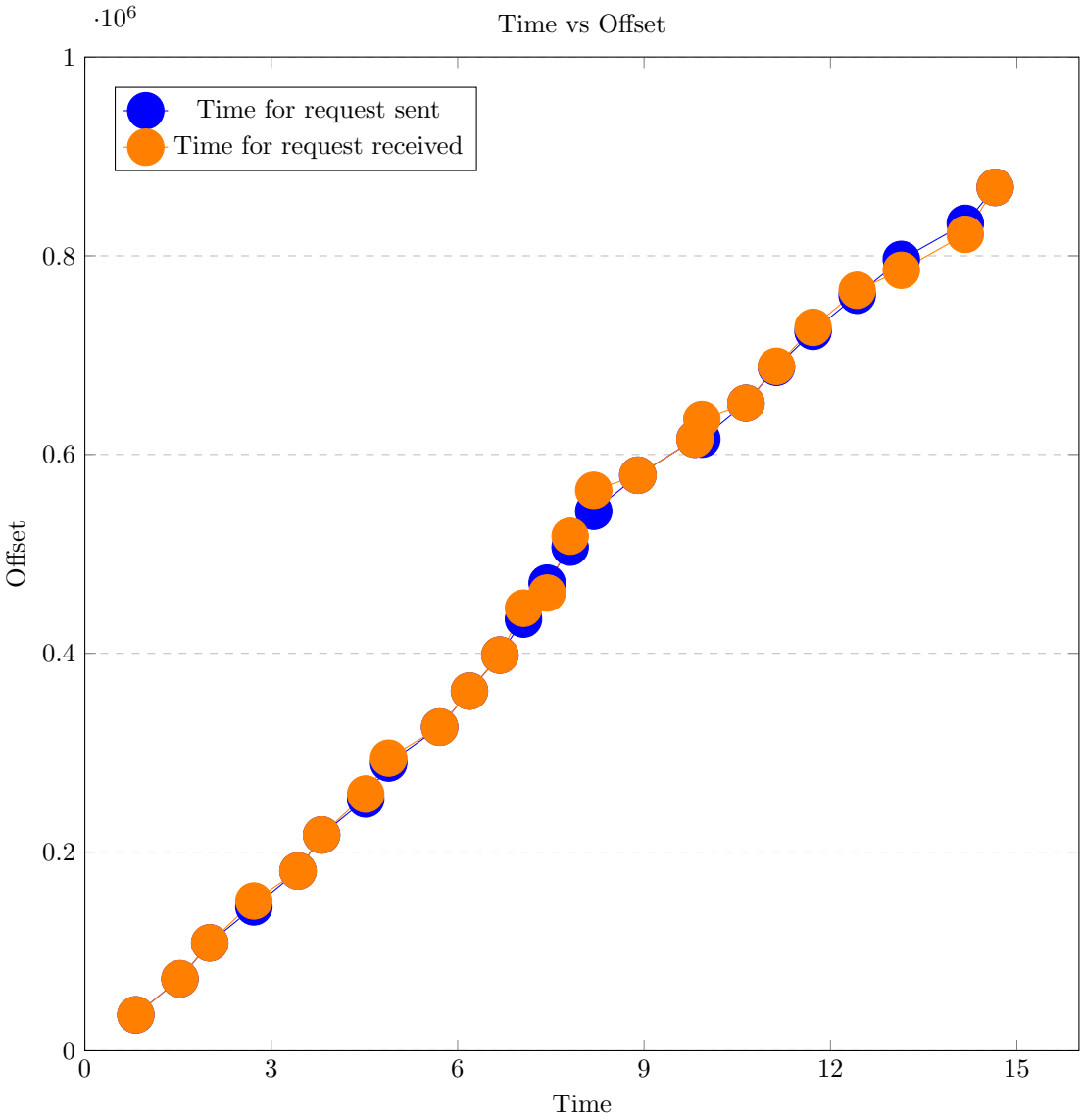

Figure 1: Time vs Offset (Requests) with local server

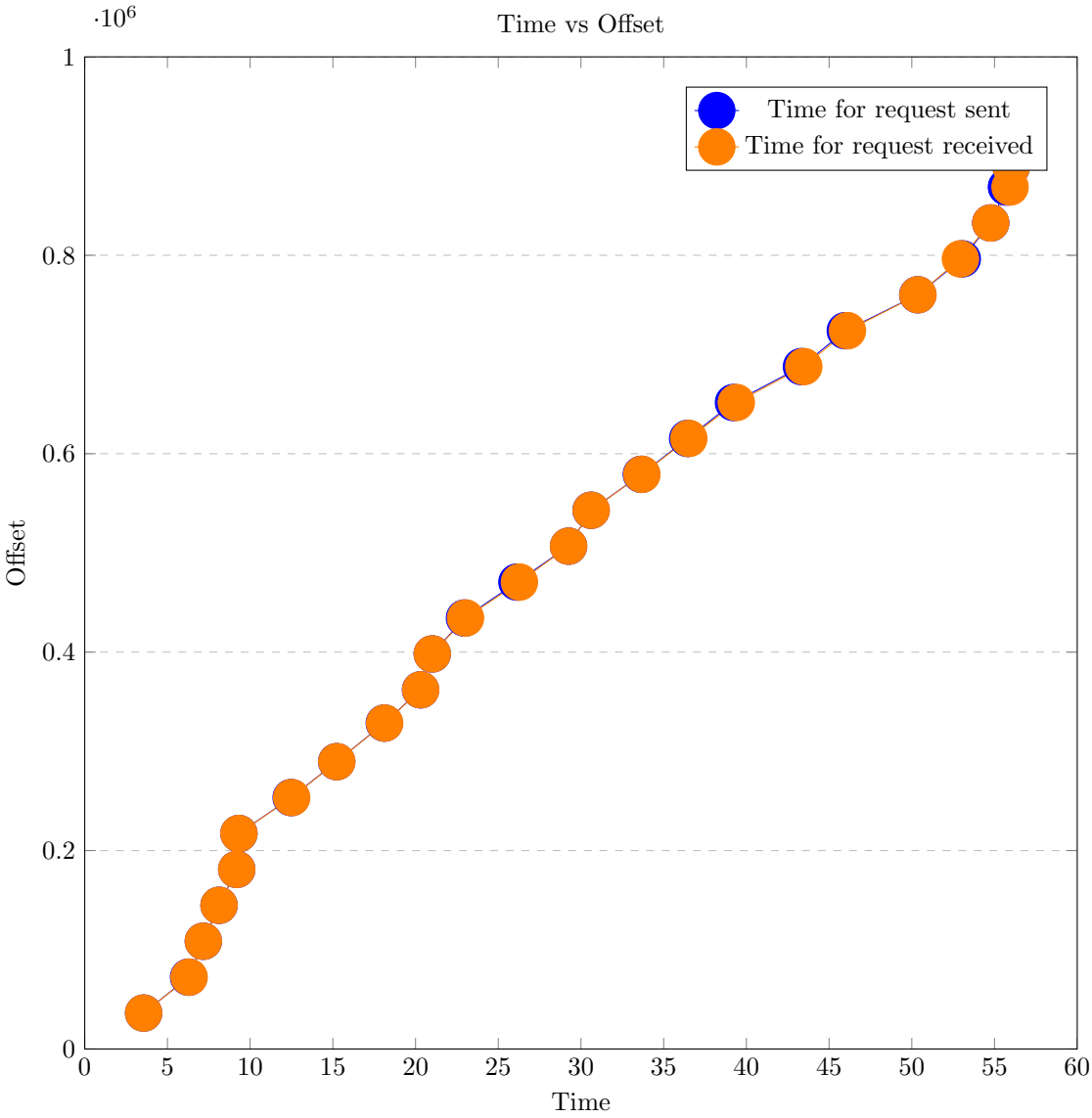

Figure 2: Time vs Offset (Requests) with other server