START It also solved the problem of user setting different packet sizes on Client and server. It auto use the sender's packet Check if it is waiting for header bytes to be completed. size Receive Packet and Notify Wrapper that some bytes arrived TRUE -TRUE Size can not be smaller than FALSE (Protocol has been confirmed) header size (17bytes) here else it is fake has Arrival Packet – FALSE Accumulator been is smaller than created? header size (17bytes) Extract from the bytes received the remaining bytes the Arrival Pkt Accumulator is waiting for FALSE If yes, Extract first only the TRUE header size remainder Confirm Protocol Parse the bytes received into a Layer1 format Header shud not lapse more than 2 times relay shud be up to 17 bytes in 2 sends TRUE RE-CHECK the remaining bytes isValidPacket isValidPacket isItEnough _ TRUE · TRUE FALSE **FALSE** (means all bytes used up) Save in Arrival Packet Accumulator TWO WAY SECOND -Transaction I FIRST hasCompletely Arrived TRUE Disconnect Connection isThere Any Remainder Send Accumulated bytes to Notify Mailer (Layer2) to attend to FALSE There cant be remainder FALSE TRUE on first packet TRUE is Accumulator Fully formed or waiting to get header count size FALSE

Save special and wait for next bytes

STOP