index

network c:\users\finn\csci351\hw3\network.py

module that acts as the network between sender and receiver,
can drop or corrupt packets (20% chance of each)

Modules

random rdt socket time

Functions

corrupt(pkt)
>   determines if a packet should be corrupted
>   pkt: packet to possibly corrupt
>   returns: corrupted packet if packet should be corrupted, False otherwise

drop()
>   determines if a packet should be dropped
>   returns: True if packet should be dropped, False otherwise

main()
>   main function that listens for packets from both sender and receiver,
>   and forwards to the destination if the packet isn't dropped

Data

excepted_seq = 0
net_port = 9050
rcv_port = 9090
s = <socket.socket fd=336, family=2, type=2, proto=0, laddr=('127.0.0.1', 9050)>
send_port = 9000