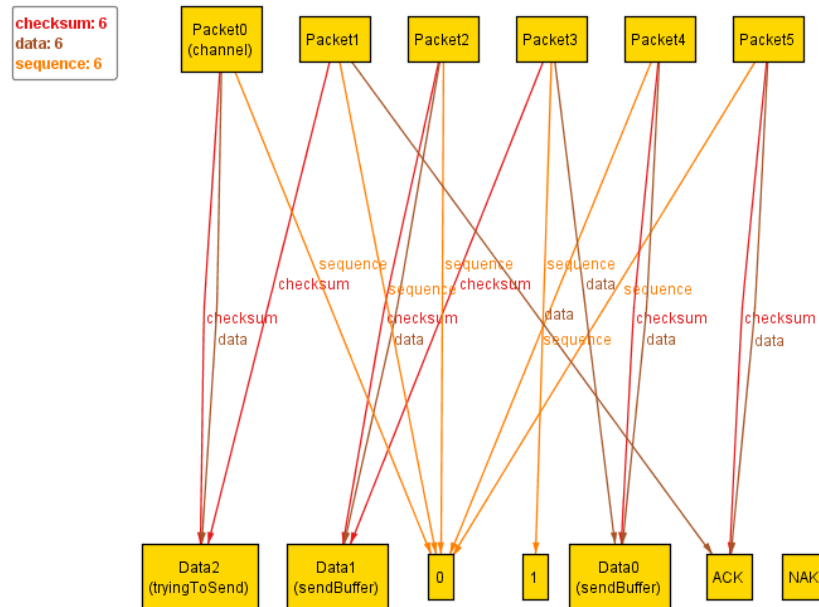
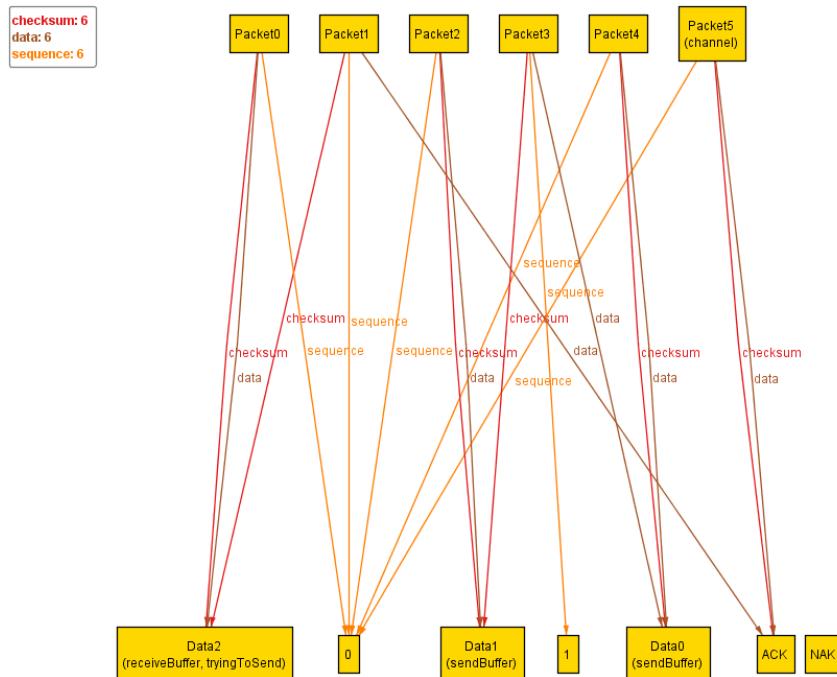


Team HAARP
Jim Gildersleeve
RJ DeCramer
run CanTransmit for 7 State, exactly 5 Data, 7 Packet

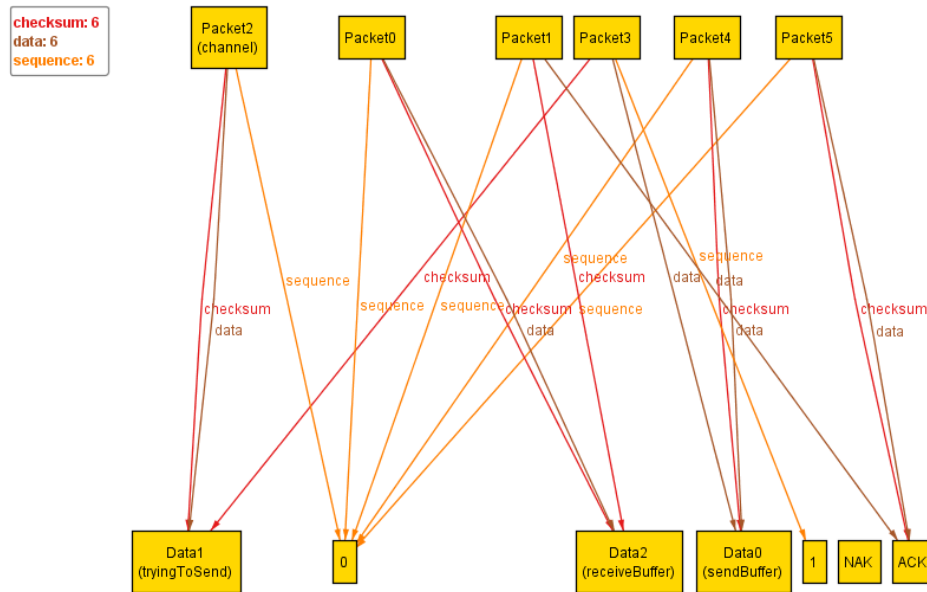
We send a packet with a legitimate checksum



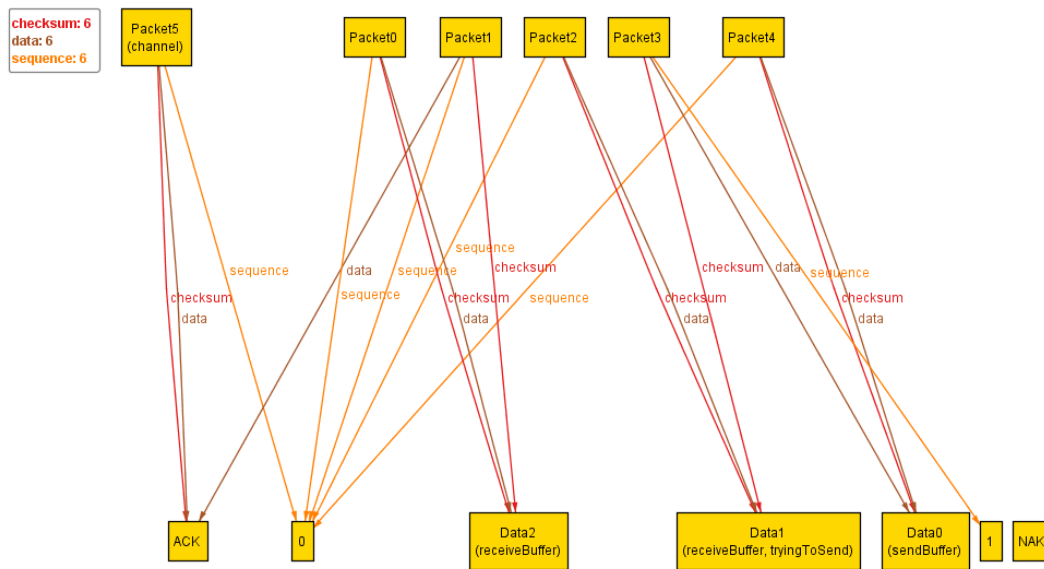
We acknowledge the good packet



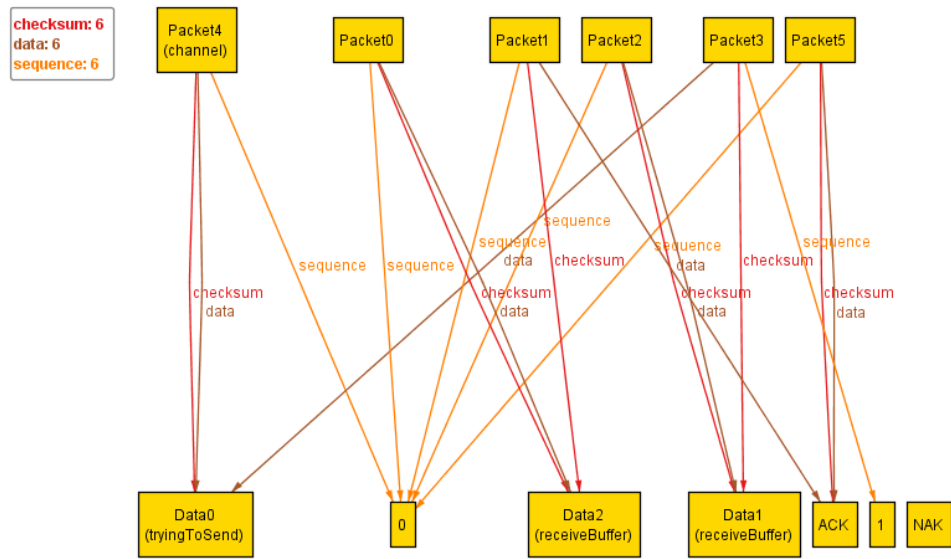
We send another legit packet



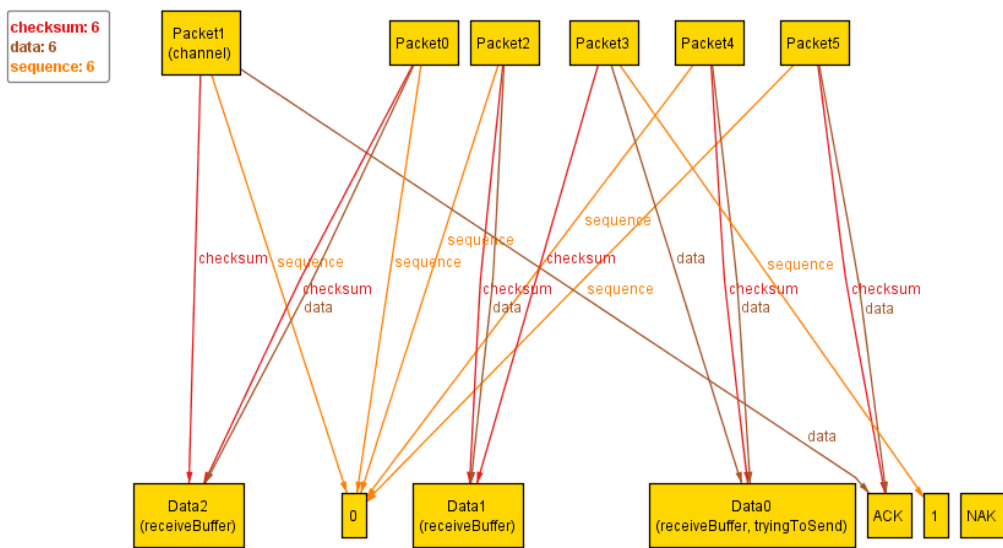
Send acknowledge packet



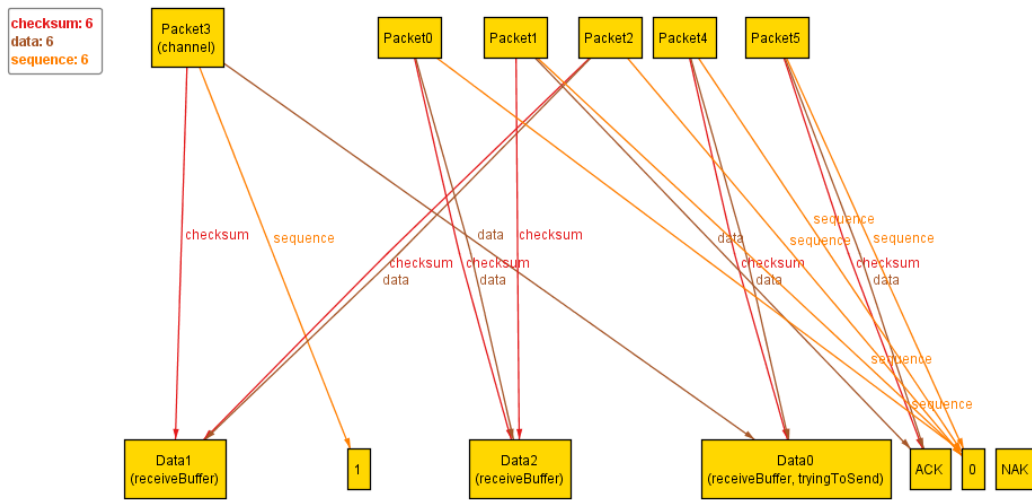
Send another packet



Send a fake news ACK

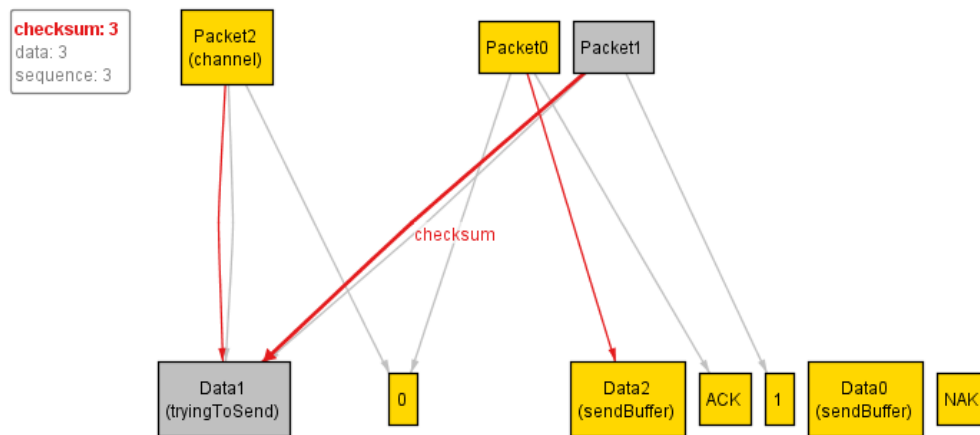


Resend the packet, everything was received

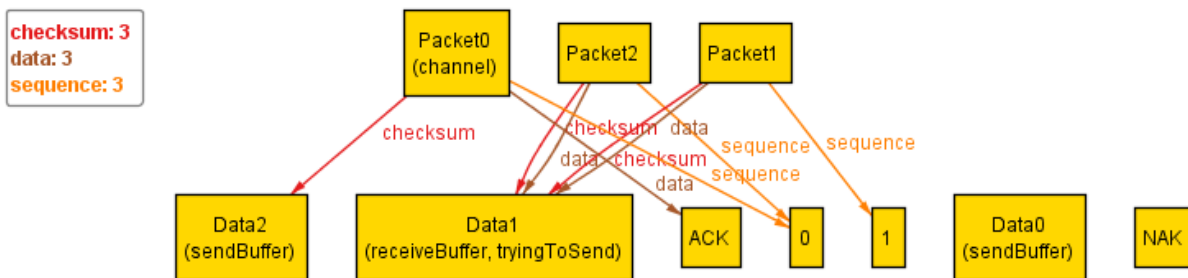


run CannotTransmit for 7 State, exactly 5 Data, 5 Packet

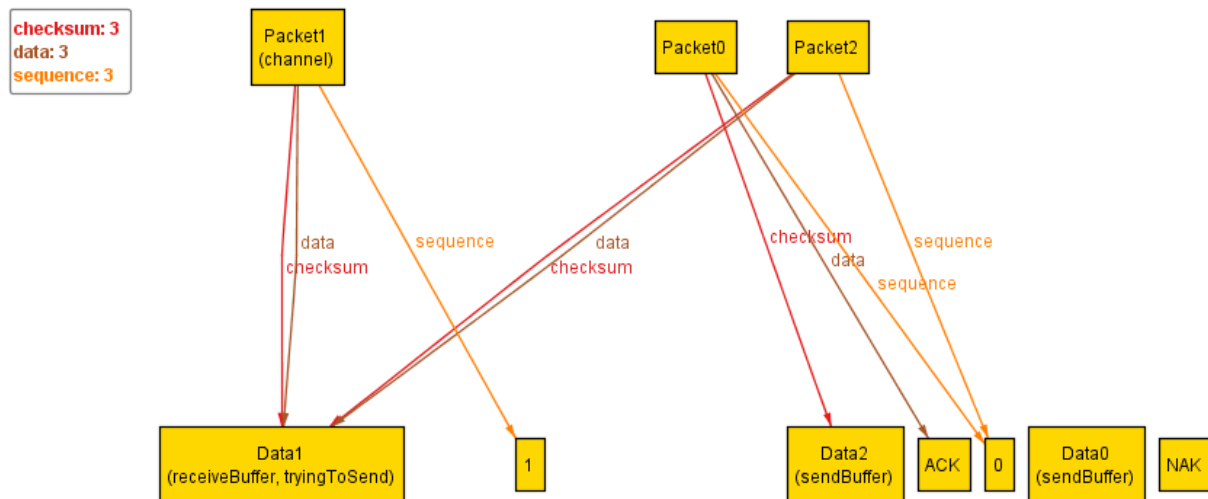
We send packet 2 over the wire



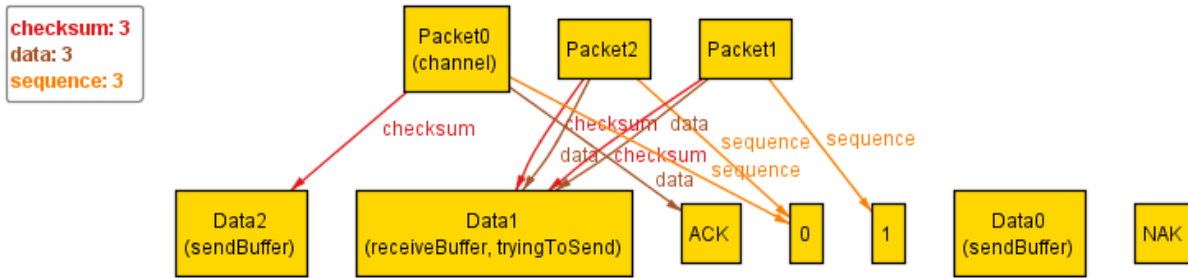
Send a corrupted ACK packet



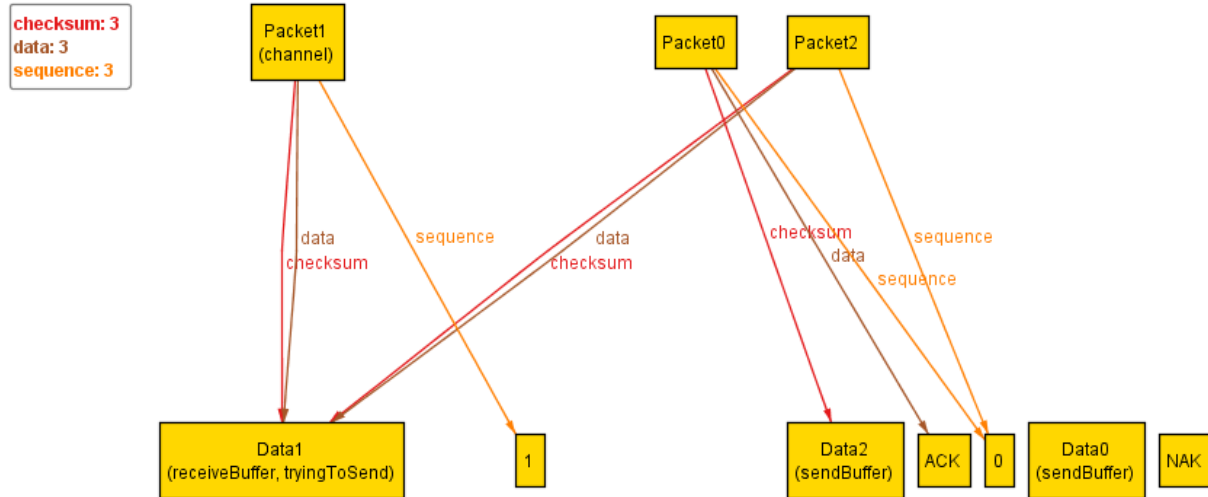
Resend Data1 since we don't know if the ACK was legit



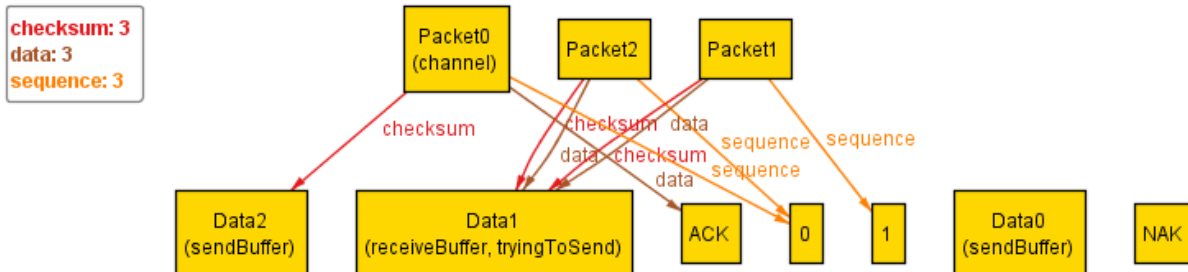
Send a fake news ACK packet



Resend Data1



Lol, still can't send a real ACK packet



Resend Data1, run out of time, message not received in time

