Project implementation details – for Scenario A

1. send the source file to 4 servers
2. get the net Ids/ IP addresses of the machines – 4 servers and 1 client
3. server1 would send 0,3,6,9th packets and so on.

Server 2 would send 1,4,7,10 etc

Server 3 would send 2,5,8 etc

Server 4 is reserved for dropped packets only – this would not be used in Scenario A since the packets would not be dropped

1. On the client side
2. When play button is played – get 32 frames and then start playing
3. As the buffer becomes smaller – start asking for packets from servers – every request is sent to the server(1/2 or 3 based on the packet number ) and also server 4 .
4. Pause – stop playing frames but keep asking the servers for packets until the frame is filled
5. Resume – start playing and resume asking the servers for new packets
6. Rewind – drop all packets in the buffer( can also keep them if the frame to be rewinded to lies within 31 frames of the current frame) . and start sending requests again
7. Forward – two scenarios
8. If the frame to be forwarded to(say X) lies in the buffer then just drop packets between X and the current and start asking for contents from the servers again
9. If the frame X does not lie in the buffer then drop all packets from the buffer and start populating the buffer from the said frame
10. On the server side
11. Server 1,2 and 3 – as soon as a request is received from client, send the packet
12. Server 4 – send the packet only when there is a repeat request (need to figure out how to resolve between a normal request and a repeat request both at slient and server side)