CSE 3461

Lab Report II

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1. Abstract

This project requires us to implement UDP as well as reliable data transfer protocol (RDT 3.0) to perform the data transfer. Code in both sender side and receiver side are implemented.

1. Description

a) Sender Side Functions

void sendFileToClient(char \*fileName, int sd, int flags, struct sockaddr \*cliAddr, int cliLen, float probability);

int getFileSize(char \*filePath);

int lostPacket(float pro);

int checkResendPacket(int sd, int timeout, char \*ackBuffer, int flags, struct sockaddr \*cliAddr, int \*cliLenAdd, int seqNum);

int isExpectedACK(char \*ackBuffer, int seqNum);

int startTimer(int sd, int timeout);

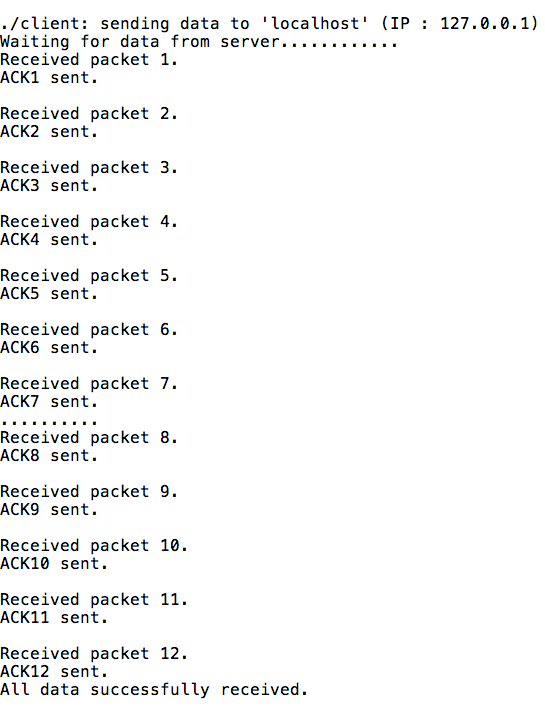
b) Client Side Functions

1. Difficulties
2. User Manual
   1. Compile:
      1. In your own Linux OS, open a terminal
      2. In the project folder, type *make* in the terminal, this should call Makefile, which is already included in the lab1 directory and **server** executable file will be generated;
      3. Type *cd receiver* enter receiver folder, type *make*. This should call Makefile again, which is already included in the lab1 directory and **client** executable file will be generated;
   2. Run:
      1. On your terminal, Type *./server port# 0.2*

(port# can be any arbitrary number outside the range of 0~1024)

* + 1. Open another terminal, in your receiver folder type *./client localhost port#* ***testFile*** *0.2* testFile can be one of these three types: .html .jpeg (.jpg) .gif

1. Sample Output
   1. Sender side



* 1. Receiver Side

