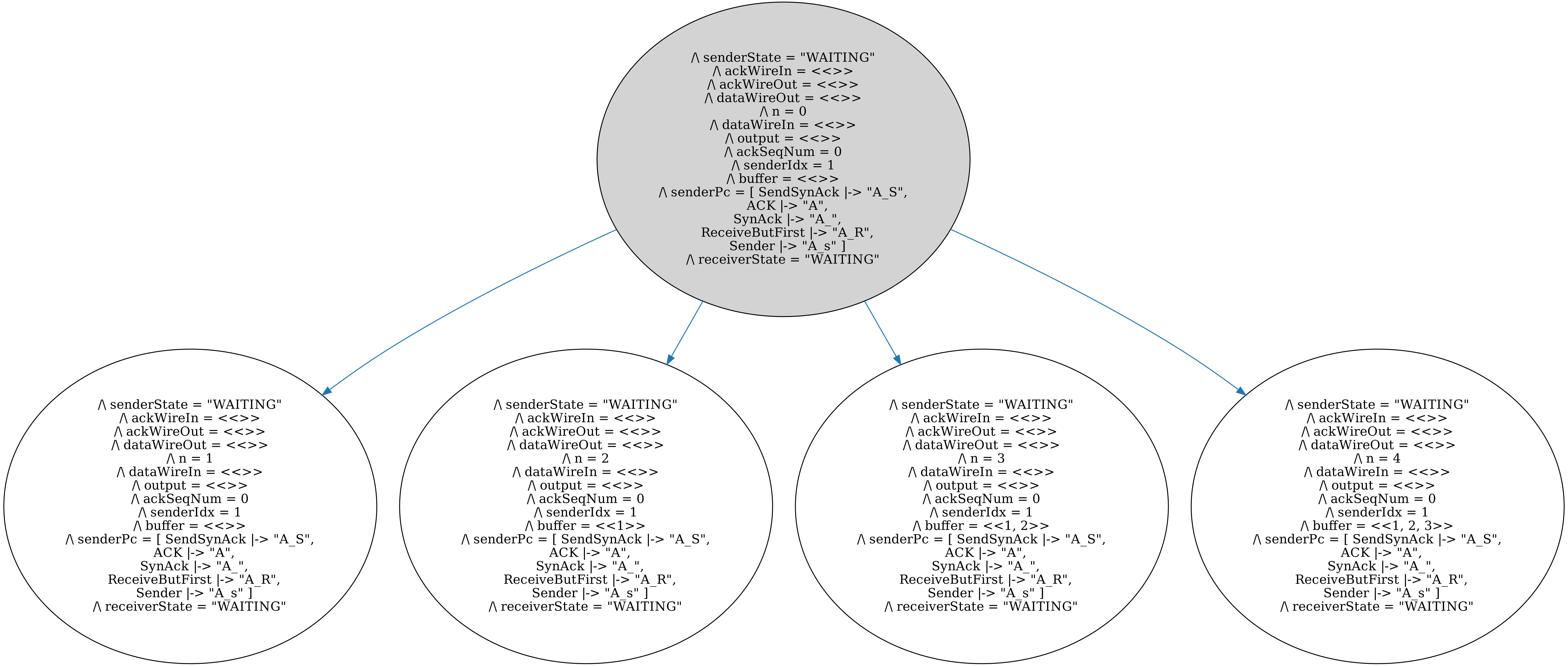

```
/\ senderState = "WAITING"
/\ ackWireIn = <<>>
/\ ackWireOut = <<>>
/\ dataWireOut = <<>>
/\ n = 0
/\ dataWireIn = <<>>
/\ output = <<>>
/\ ackSeqNum = 0
/\ senderIdx = 1
/\ buffer = <<>>
/\ senderPc = [ SendSynAck |-> "A_S",
ACK |-> "A",
SynAck |-> "A_",
ReceiveButFirst |-> "A_R",
Sender |-> "A_s" ]
/\ receiverState = "WAITING"
```

```
/\ senderState = "WAITING"
/\ ackWireIn = <<>>
/\ ackWireOut = <<>>
/\ dataWireOut = <<>>
/\ n = 1
/\ dataWireIn = <<>>
/\ output = <<>>
/\ ackSeqNum = 0
/\ senderIdx = 1
/\ buffer = <<>>
/\ senderPc = [ SendSynAck |-> "A_S",
ACK |-> "A",
SynAck |-> "A_",
ReceiveButFirst |-> "A_R",
Sender |-> "A_s" ]
/\ receiverState = "WAITING"
```

```
/\ senderState = "WAITING"
/\ ackWireIn = <<>>
/\ ackWireOut = <<>>
/\ dataWireOut = <<>>
/\ n = 2
/\ dataWireIn = <<>>
/\ output = <<>>
/\ ackSeqNum = 0
/\ senderIdx = 1
/\ buffer = <<1>>
/\ senderPc = [ SendSynAck |-> "A_S",
ACK |-> "A",
SynAck |-> "A_",
ReceiveButFirst |-> "A_R",
Sender |-> "A_s" ]
/\ receiverState = "WAITING"
```

```
/\ senderState = "WAITING"
/\ ackWireIn = <<>>
/\ ackWireOut = <<>>
/\ dataWireOut = <<>>
/\ n = 3
/\ dataWireIn = <<>>
/\ output = <<>>
/\ ackSeqNum = 0
/\ senderIdx = 1
/\ buffer = <<1, 2>>
/\ senderPc = [ SendSynAck |-> "A_S",
ACK |-> "A",
SynAck |-> "A_",
ReceiveButFirst |-> "A_R",
Sender |-> "A_s" ]
/\ receiverState = "WAITING"
```

```
/\ senderState = "WAITING"
/\ ackWireIn = <<>>
/\ ackWireOut = <<>>
/\ dataWireOut = <<>>
/\ n = 4
/\ dataWireIn = <<>>
/\ output = <<>>
/\ ackSeqNum = 0
/\ senderIdx = 1
/\ buffer = <<1, 2, 3>>
/\ senderPc = [ SendSynAck |-> "A_S",
ACK |-> "A",
SynAck |-> "A_",
ReceiveButFirst |-> "A_R",
Sender |-> "A_s" ]
/\ receiverState = "WAITING"
```