

一、server.c

主要的功能在於 `sendFile()` 此 function，當 server 收到 client 的 request 後，就會執行此 `sendFile()`。

1. 用一個變數 `current` 紀錄現在讀到 file 的幾個 byte 了，所以 while loop 的判斷是就是用 `current` 有沒有讀超過檔案大小。
2. 接著用 `fseek(fd, current, SEEK_SET)` 將 fd 移至第 `current` 個 byte，然後用 `fread()` 讀進要傳送的 `packet.data` 中。如果是最後一個封包的話要在 `packet struct` 裡面設定好，然後送出 `packet`。
3. 等待 Ack。這邊是用 `poll()` 來做 Time out，當 `poll()` 回傳 0，代表在一段時間內 `sockfd` 沒有收到東西，那我們就重傳檔案。
4. 送出成功，`current+=1024`，`seq++`。

二、client.c

1. 接收檔案

- (i) 用變數 `seq` 紀錄現在收到哪個封包了，用 `current` 紀錄現在寫到記憶體의哪裡。
- (ii) 收封包，其實我們都會成功收到，但可以利用 `isLoss()` 來假裝沒收到。
- (iii) 成功收到後，如果 `seq ==` 收到的封包的 `seq`，回傳 Ack。
- (iv) 利用 `current` 和收到的封包的 `size` 使用 `memcpy()` 寫入資料。
- (v) 更新 `current` 和 `seq`，且如果收到的 `packet` 是最後一個，則 `break`。

2. 寫入檔案

- (i) 用 "wb" 的方式開檔。
- (ii) 寫入資料。
- (iii) 關閉檔案，將 file descriptor 設成 NULL。

三、what I learned

Stop-and-wait 的機制其實並不難做，況且已經有個非常良好的 template。但因為我不熟悉 `fseek()` 的使用，所以當我用 `isLoss()` 後，寫入的檔案一直不對。經過檢查之後，發現問題來自於 sender 端，而我把 `fseek()` 改好之後就完成了。

四、Screenshot

```
canlab@ubuntu:~/lab3$ make
gcc client.c -o client
gcc server.c -o server
```

```
canlab@ubuntu:~/lab3$ ./server 7777
```

```
===== Server =====  
Server IP is 127.0.0.1  
Listening on port 7777  
=====
```

```
Server is waiting...  
Processing command...  
Filename is video.mp4
```

```
===== Sending =====
```

```
Send SEQ = 0  
Received ACK = 0  
Send SEQ = 1  
Received ACK = 1  
Send SEQ = 2  
Timeout! Resend!  
Send SEQ = 2  
Received ACK = 2  
Send SEQ = 3  
Timeout! Resend!  
Send SEQ = 3  
Timeout! Resend!  
Send SEQ = 3
```

```
Received ACK = 262  
Send SEQ = 263  
Received ACK = 263  
Send SEQ = 264  
Received ACK = 264  
Send SEQ = 265  
Timeout! Resend!  
Send SEQ = 265  
Received ACK = 265  
Send SEQ = 266  
Received ACK = 266  
Send SEQ = 267  
Timeout! Resend!  
Send SEQ = 267  
Received ACK = 267  
Send SEQ = 268  
Received ACK = 268  
Send SEQ = 269  
Timeout! Resend!  
Send SEQ = 269  
Received ACK = 269
```

```
=====
```

```
Server is waiting...
```

```
canlab@ubuntu:~/lab3$ ./client
```

```
===== Enter Server Info =====  
Server IP: 127.0.0.1  
Server port: 7777  
=====
```

```
Please enter a command:  
download video.mp4  
File size is 275508 bytes
```

```
===== Receiving =====
```

```
Received SEQ = 0  
Received SEQ = 1  
Received SEQ = 2  
Received SEQ = 3  
Oops! Packet loss!  
Received SEQ = 4  
Received SEQ = 5  
Received SEQ = 6  
Oops! Packet loss!  
Received SEQ = 7  
Oops! Packet loss!  
Received SEQ = 8  
Oops! Packet loss!  
Received SEQ = 9  
Received SEQ = 10  
Oops! Packet loss!  
Received SEQ = 11  
Received SEQ = 12  
Received SEQ = 13
```

```
Oops! Packet loss!  
Received SEQ = 255  
Received SEQ = 256  
Received SEQ = 257  
Received SEQ = 258  
Oops! Packet loss!  
Received SEQ = 259  
Received SEQ = 260  
Received SEQ = 261  
Received SEQ = 262  
Received SEQ = 263  
Received SEQ = 264  
Oops! Packet loss!  
Received SEQ = 265  
Received SEQ = 266  
Oops! Packet loss!  
Received SEQ = 267  
Received SEQ = 268  
Oops! Packet loss!  
Received SEQ = 269  
Elapsed: 13 sec
```

```
=====
```

```
Saving download_video.mp4  
File has been written
```

```
=====
```

```
Please enter a command:
```