Kartik

Justin Thornburgh

**Programming Assignment 2**

**Design Document**

**High Level Description:**

**Reldat Header:**

[8 bit sync][16 bit seq number][16 bit ack number][16 bit payload size (in bytes)]

[up to 1000 byte payload][16 bit checksum]

Sync: Used for setting up and monitoring the client-server connection

* 0x1F through 0x3F for establishing connection
* 0x4F through 0x6F for disconnecting
* 0xFF when monitoring connection to determine if client or server has crashed
* 0x00 when sending a packet with a payload

Sequence number: starts at 0 and increments for each packet sent

Acknowledgement number:

Payload size: number of bytes in the payload

Checksum: integer representation of the packet (header and payload but not checksum)

Payload: data being transferred