COEN146 Lab 5

Thursday, April 23, 2020 10:36 AM

Goal: Learn Stop and Wait Protocol for an Unreliable Channel

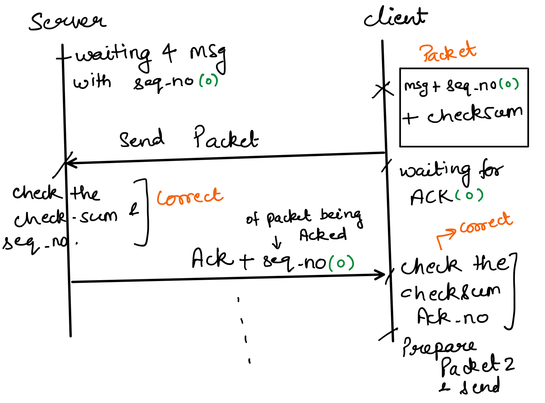
TFV1 (Transfer file version 1):

- UDP client server developed in lab 3 to transfer file
- But UDP transfer is not reliable

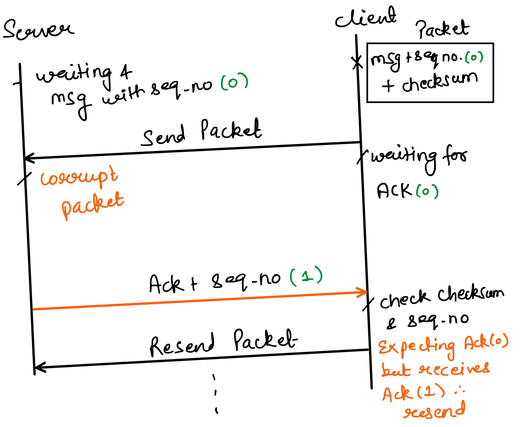
TFV2 (Transfer file version 2) (**rdt2.2 model, Lecture 8**):

- Stop and wait protocol on the top of UDP client and server
- Helps in reliable transfer
- Unidirectional communication: one direction from client to server

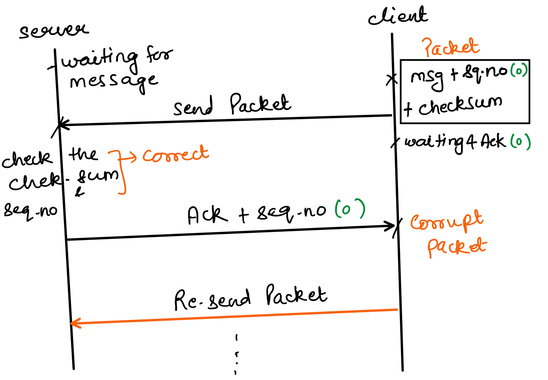
rdt2.2 no error scenario:



rdt2.2 server receives packet with error:



rdt2.2 Client receives packet with error:



Resources given:

- Client and server barebones are uploaded to Camino.

Structure definition for packet:

```
typedef struct {

 Header header;

 char data[10];

} Packet;
```

Structure definition for header:

```
typedef struct {

    int seq_ack;

    int len;

    int cksum;

} Header;
```

PBADCKSUM value:

```
#define PBADCKSUM 5
```

What is your job??

- Edit both client and server barebones which includes the all three scenarios described above.