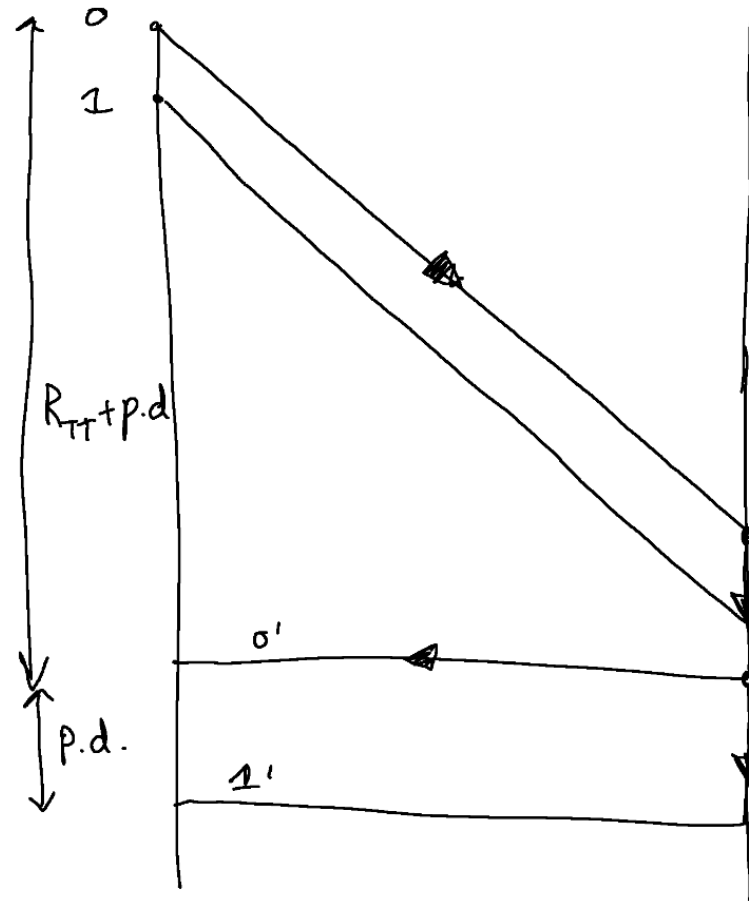# Reliable data transfer and Congestion Control

Strategy

Owing to the working of the server we figured out a way to find the RTT and processing delay by sending a few packets first. Since the processing delay and RTT was fixed we could simply send packets at a fixed rate once we figured out these constants. Here's the explanation:

In practice though we sent a set of packets to account for the drop due to chance.

S. No.	Capacity(PPS)	RTT	PER(%)	Buffer Size(packets)	Throughput(Pps)
1	1000	100	0	100	349.8696925782535
2	1000	100	0	10	325.83133989086764
3	10	1	0	1	1.05

S. No.	Capacity(PPS)	RTT	PER(%)	Buffer Size(packets)	Throughput(Pps)
4	10	1	10	10	8.00