18-345 Project 2 - Protocol Design

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Our UDP Header will consist of three four-byte integers.

First: ClientID number from the originating backend server.

Second: Sequence number, for tracking in our ARQ. This is linked to connection.

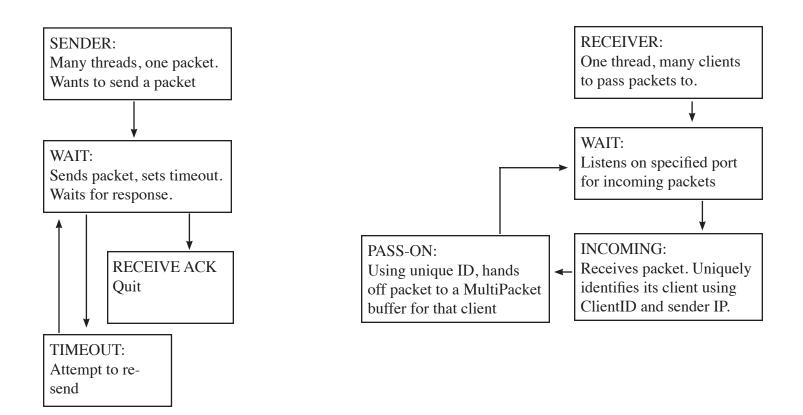
Third: UDP Packet type (mapped to integer values), one of:

REQUEST: requesting a file from another server

DATA: File sent to a requister

CONFIG: Sends information about backend configuration

ACK: Acknowledgement or received packet (not yet implemented)



FLUSH TO CLIENT: **MULTIPACKET:** RECEIVE: Add to PriorityQueue. If Keeps PriorityQueue RECEIVER gives us a the sequence number is the of packets sorted by the packet to sort. If the senext one we haven't seen, packet's Sequence ID quence number is less than our last flushed to client, flush all consecutive packets from queue to client ignore it. Otherwise send ACK.