

Reliable Broadcast Protocol Using UDP

One to many

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This application forms a reliable communication protocol on top of an inherently unreliable communication fabric. It's a Protocol for reliable communication from one sender to many receiver. Consists of two programs that implement fast, reliable one-way communication from a single sender (the first program) running on one host to many receiver (the second program) running on different hosts in an unreliable environment.

Assign a Name

Assign a file with its buffer type.

Assign the receiving percentage

Technologies

- JAVA Programing Language
- UDP Transfer protocol
- Socet/IO
- Data structure
- Java.net

Usage

- Make sure the sender and receiver are in a different folder during compilation due to using a costumed Linked List class that interferes with java.util.
- Compile both sender and receive java files.
- Run the receiver class first and specify you receiving reliability percentage.
- Finally run the sending class.

```
InputStream file = new FileInputStream("C://test.txt");
byte[] bytes = ByteStreams.toByteArray(file);
s="hello Mina hello world This is a simulator for a file transfer and it is
being used for testing"; //simulates the File
```

Team Members

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To-Do

To Be updated by the TA