**CNT 4007: Programming Assignment #2**

**Compilation**

javac \*.java

**Run**

[Console 1] java network [port]

[Console 2] java receiver [serverURL] [port]

[Console 3] java sender [serverURL] [port] [messageFileName]

**\*\*\*NOTE\*\*\* receiver must be run before sender to ensure the sender receives DROP packets**

**Code Structure**

The network.java holds two additional classes: NetworkManager and NetworkClient. The sender and receiver are managed as two NetworkClients to the NetworkManager. The emulation of a lossy channel is handled by the relay() function of the NetworkManager which is called whenever a NetworkClient has passed a packet to the network.