

Reliable Transfer over an Unreliable Channel that can also loose Packets

Step 1:

- There are two java classes: a)**UDPClient** b)**UDPServer**
- UDPClient.java will first create a File object from the input file location (eg: C:/Users/prathamvasa/Desktop/input3.txt)
- Make sure that you change the file path accordingly to point to the location of your specific input file.

Step 2:

- The input file can be a **text file** or an **image file**.
- The UDPClient class is responsible for reading the bytes of data from the input file and send the data in chunks of bytes to the Server side.

Step 3:

- The UDPServer class will then check for the incoming packet of data, calculate checksum and send the specific acknowledgements back to the client side for verification.

Program Execution Steps:

- 1) Make sure that you have the input file (text file/image file) ready.
- 2) Specify the correct path of the input file in the UDPClient.java class
- 3) Compile both the classes first.
- 4) Firstly execute the following class: **UDPServer.java**
- 5) Secondly execute the class **UDPClient.java**