## CSCI65103 Project #2 : Developing a Reliable Data Transfer Protocol

## Implementing algorithms TCP TAHOE & TCP RENO

## **Components of the Project:**

This project consists of 5 java files:

- 1. Receiver.java
- 2. Sender.java
- 3. Packet.java
- 4. Windowpacket.java
- 5. Fcntcp.java
- 6. Getchecksum.java (used CRC32 algorithm to compute the checksum)

# Fcntcp.java is the main file which will be used to execute the program.

The message format is as follows:

Windowpacket: (1024 bytes)

Acknowledgement
Duplicateack count
Timestamp
Datapacket (512 bytes + header)

Each Datapacket has the following format: (512 bytes + header information added)

The program executes in 2 phases:

- 1. Slow start
- 2. Congestion avoidance

The congestion window is linearly increase during slow start and when it reached the ssthresh (threshold value);

#### In TCP TAHOE:

Ssthresh is reduced to half of the congestion window & congestion window is reduced to 1.

#### In TCP RENO:

Ssthresh is assigned the value of congestion window & Congestion window is reduced to half its size.

## **Program Flow:**

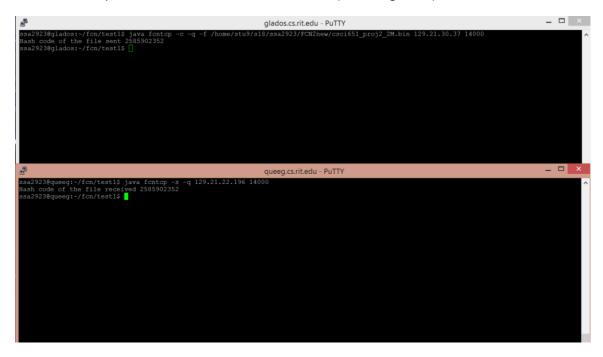
The program starts with class fcntcp.java which first starts the Receiver (simulated at queeg system) & then the Sender (simulated at Glados system).

## **Use Case:**

1. Use case - ideal network

Java fcntcp -s 129.21.22.196 14000 (receiver, queeg)

Java fcntcp –c –f test.txt 129.21.30.37 14000 (sender,glados)



2) & 5) Use Case - network with loss and re-ordering of packets (Simulated by losing some packets on the way to the receiver)

Java fcntcp -s 129.21.22.196 14000 (receiver, queeg)

Java fcntcp -c -f test.txt 129.21.30.37 14000 (sender,glados)



3) Use Case - network with corruption (Simulated by corrupting packets in the network)

Using same commands to execute

4) Use Case – Using TCP Reno with network corruption and data loss (here packet 4 is lost and packet 7 is corrupted)

Java fcntcp –s **–a 2** 129.21.22.196 14000 (receiver, queeg)

Java fcntcp -c -a 2 -f test.txt 129.21.30.37 14000 (sender,glados)

