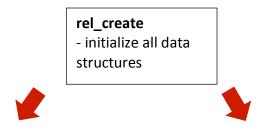# Functions to be implemented:

Attention: This is only an overview to give you a general understanding of what each function is supposed to do, the exact specifications are in the project description.

Basic idea:
- connection consists of two peers communicating between each other bi-directionally. You are implementing a peer, as such it contains a mixture of sender and receiver code.
- they both use a sliding window protocol

rel_create
- initialize all data structures

rel_rcvpkt
- gets called when packet is received
- has a "sender" functionality and a "receiver" functionality

- "sender"
  - if received packet is ack packet, then check if it is the expected one, if yes slide window and send out further values if available

- "receiver"
  - if received packet is a data packet, then check if it is the expected one, if yes, add to output buffer and write it to output with rel_output
- buffer out-of-sequence packtets

rel_read
- "sender functionality"
- reads values from std in and writes them into send buffer
- then takes them from send buffer and actually sends them

rel_timer
- gets called automatically
- calls rel_read periodically to send out packets whose timer has expired

rel_output
-writes data from output buffer to the std output

rel_destroy
- final cleenup, free everything