Project 2: Simple Window-based Reliable Data Transfer

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Design and Implementation

- Signal-driven I/O (SIGIO)
  - Server
    - Respond to file request and ACKs
    - Update window
- Blocking Client
  - Respond to incoming packets
  - Update Expected Sequence Number
- Signal-driven Timer (SIGALRM)
- Packet loss and corruption

Experience Gained

- Signal-driven I/O
- Go-Back-N Protocol
  - Sequence numbers, window, timeouts
- DNS
- UDP – non-connection oriented
  - headers
- Makefile

Lessons Learned + Suggestions

- Be careful with signal interruptions without blocking signals in sensitive code

- Use Git on project from start

- Suggestions: Clearer in specs about the expected implementation (signals, non-blocking, etc)