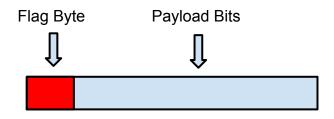To ensure the delivery of packets, I used the timer/ACK packet combo described in the lab specifications. The tolerance for waiting for a server ACK is defined by ACK_WAIT in reminder.h which defaults to 3 seconds. To distinguish between ACK packets and normal packets a small overhead of one byte was added to the front of all packets' payload. This byte is used to represent the flags set on this packet the details for which are detailed below. See send_string.c for further implementation details.

Flag Byte   Payload Bits

Flag Byte Detailed:
    0x00 - No flags
    0x01 - Packet is an ACK packet
    0x02 - 0xFF currently unused