CSE 3461 Networking

Lab2

Team 18

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* Description of our lab’s design:

This lab contains three parts, part A is implementing the data transfer UDP and reliable data transfer protocol. Program contains sender side and receiver side. First, we need to check the file exists before we send it out. The file may be cut into pieces and the receiver side needs to restore these pieces by sequence numbers. Part B is to test the conditions of loss packets set on sender side or receiver side under certain probability. Print out tracking information maybe helpful. All packets send and also receive will be considered as successful, otherwise will be counted as failed. Part C will be use RDT 3.0 protocol over a lossy channel. This project involves knowledge of ACK, Seq number and timer. Using ACK number to check if receiver gets packets, but the sequence number and maximum sequence number is still mandatory. Moreover, also need to print out information if it is running successfully or not.

* What difficulties did you face and how did you solve them?

 There are several problem when we programing our lab. Everything looks neat but once we request particular file after we input file name, it will be receive an empty file which we change the method of struct since under different environment it will cause problem.