Functions to be implemented

Please note: 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 PDF.

Basic idea:

- A 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.
- Both sides use a sliding window protocol



- 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 packets

rel_read

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



rel timer

- gets called automatically at an interval
- re-sends packets whose timer has expired



rel output

-writes data from the output buffer to the std output



rel_destroy

- final clean-up, free everything