Course Project Phase(2)

Write a simple file request-reply UDP client-server program.

The client will send a request to the server asking for a file:

- If the file is not available then the server replies informing the client that the file does not exist
- If the file is available then the server will reply that the file does exist and then send it to the client

Initially assume that the server has 5 files (f1, f2, .. f5) .txt , fill the text files with any repeated sentence like "This is file number three. . . .. "

Once the client receives the file he will save it with a new name like "f3_recieved.txt"

The maximum packet size should be 100 Bytes (make this the data part)

Now you need segmentation at the file sender (server) and reassembly at the receiver side (the client in this case).

There would be bit errors in the packets or the ack (or nak) (check sum needs to be added)

NO PACKET LOSS is assumed for now. (packets or acks will either be received correctly or corrupted)

You should implement stop and wait rdt2.1 and rdt2.2

Use CRC for check sum.

Make the files at least >= 5 segments

Make some files (or acks) be received corrupted. Make the probability of corruption be taken as an input to the program.

Due date: Sunday, November, 13, 2010   (hard deadline!!!)