

| Test Case | Points | Tests |
|---|--------|---------|
| CRC | | |
| Single byte flips and rectangular errors | 6 | 2 |
| Failure to detect corruption will cause some Sliding Window tests to fail as well. | 6 | 3 |
| Retransmission | 8 | 4,5 |
| Ensure retransmission of dropped packet happens in expected time. | | |
| <i>Failure to retransmit messages on timeout/corruption will cause some Sliding Window tests to fail as well.</i> | | |
| Fragmentation | | |
| Make sure input message of size >64 bytes gets fragmented and printed out at receiver (could be in multiple lines in receiver output) | 10 | 7 |
| Sliding Window Protocol | | |
| Out-of-order packet reception | 7 | 8 |
| Drop ACK for packet 1 and check if sender goes into a send loop | 7 | 9 |
| Check that no more than 8 packets are outstanding while sending packets with no drop/corruption | 7 | 10 |
| Check if packets printed in order for various combinations of corrupt and drop probabilities [Partly in test.sh] | 28 | 11 - 17 |
| Sequence Number Wrap Around | | |
| Ensure packets past #256 are received and printed correctly | 7 | 18 |
| Very large input messages | | |
| Check no more than 8 packets outstanding for very large inputs | 6 | 19, 20 |
| Misc | | |
| Send 1 packet and check if it gets received [#1 in test.sh] | 3 | 1 |
| Receivers drop packets not intended for them | 5 | 6 |
| Extra Credit | | |
| Multiple Senders and Receivers | 10 | 21 |
| TOTAL | 110 | |