

Test Cases	Points	Tests
CRC		
Single byte flips and rectangular errors	6	2
Failure to detect corruption will cause Sliding Window tests to fail as well	6	3
Retransmission		
Ensure retransmission of dropped packet happens in expected time.	4	4
Failure to retransmit messages on timeout/corruption will cause some Sliding Window tests to fail as well.	4	5
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	(4 points each) 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

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 (No Drop/Corrupt)	5	20
Multi-user test case with drops and corruption.	5	21
Total	110	