Sender State Machine Diagram:

- **Start**
  - Data in stream Form a packet and send, setting ACK timer
  - ACK received and stream is empty, send EOF message and set final timer
- **Wait_ACK**
  - ACK timer is out and send last packet again
- **Wait_Timeout**
  - ACK received and get another packet to send
  - Final timer out

Receiver State Machine Diagram:

- **Start**
  - Message received, write in stream and sending an ACK again
- **Wait_Msg**
  - Duplicate message received, sending an ACK again
  - EOF message received
- **End**
  - message received, write in stream and sending an ACK