operations under these conditions will allow conclusions to be drawn as to what may constitute proper reliability-enhancement for the various application scenarios presented. Is error-correction through redundancy more effective than retransmission in parts or in whole? It is these types of questions that will be addressed. If time and results allow, I may proceed to attempt a "bolt-on" reliability-enhancement of actual UDP operation by implementing a thin application layer and using the data-generation and transmission methods of my simulated protocol to test actual enhanced UDP operation against my simulated findings.

III. Implementation Details

Given the simulation-oriented nature of this project, any reasonably-equipped language would suffice for a base upon which to build experimental implementations. Java was selected as an obvious candidate due to its extensive use in Internet applications, reasonable application development time, and my experience in its use and workings. Simulation was chosen as the base implementation in order to be able to eliminate interference from uncontrolled variables. I intend to set up client and server structures and data-sets and requirements under different application scenarios, such as gaming and broadcast. Various time costs will be assigned to different aspects of system operation, such as data transmission and error-correction, in order to provide a reasonable, comparative estimation of the effects of implementation differences. Extracted data will be imported into Excel for analysis and preparation for later submission in the final writeup containing my observations and conclusions.

choose various types of applications
at least five different
types of applications

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reference should be here and they should be cited in your manuscript.