

Write a program to implement flow control at data link layer using Sliding Window Protocol.

Simulate the flow of frame from one node to another

A I n:

Write a program to implement flow control at data link layer using Sliding Window Protocol.

Simulate flow of frames from one node to another.

Program having at least below given requirements.

You can make it a bidirectional program wherein receiver is sending its data frame with acknowledgement.

Create a sender program with following features.

1. Input window size from User.
2. Input a Text message from the user.
3. Consider 1 character per frame.
4. Create a frame with Data
5. Send the frames.
6. Wait for acknowledgement from the receiver.
7. Read a file called Receiver\_Buffer.
8. Check Ack field Acknowledge numbers.

9. If Acknowledgement number is as expected, send new set of frames accordingly, Else if NACK is received, resend the frame accordingly.

Create a receiver file with features.

1. Reader is file called Sender - Buffer.
2. Check the frames.
3. If frame no. are expected, write appropriate ACK no. in receiver - Buffer file, Else write NACK no.

Receiver - Buffer file.

### Student observations

Programs:

```
from re import *
import time
import os
os.system('clear')
SB = open ("sender-Buffer.txt", "at")
RB = open ("Receiver-Buffer.txt", "rt")
SB . truncate(0)
RB . truncate(0)
ws = int (input ("Enter window size : "))
S = input ("Enter input str : ")
S = list (S)
if (ws > len (S)):
    for i in range (0, len (S), ws):
```

```

P = S[i:i+ws]
y = S[i+ws:i+ws+ws]
Point ("sent ->", str(y))
time.sleep(ws)
Point ("sending -> ", str(y))
x = 0
while (x < ws):
    time.sleep(1)
    if (len(p) > x):
        Point ("Ack ~! ", p[x], ", ")
        R.B.write(p[x])
        time.sleep(1)
        if (len(y) > x):
            Point ("sending -> ", y[x])
            S.B.write(y[x])
        x += 1
    else:
        Point ("~ window size is too large")

```

### Sample input Output

Enter window size: 3  
 Enter input string: HELLO WORLD  
 sent -> ['H', 'E', 'L']  
 sending -> ['L', 'O', 'W']  
 ACK ~! H!            sending -> L  
 ACK ~! E!            sending -> O  
 ACK ~! L!            sending -> W  
 sent -> ['O', 'R', 'L']  
 sending -> ['O']  
 ACK ~! O!  
 ACK ~! R!  
 ACK ~! L!  
 sending -> D

### Result:

Hence the required data is sent using  
 sliding window