

## LP5 Assn-5

Code TokenRing :

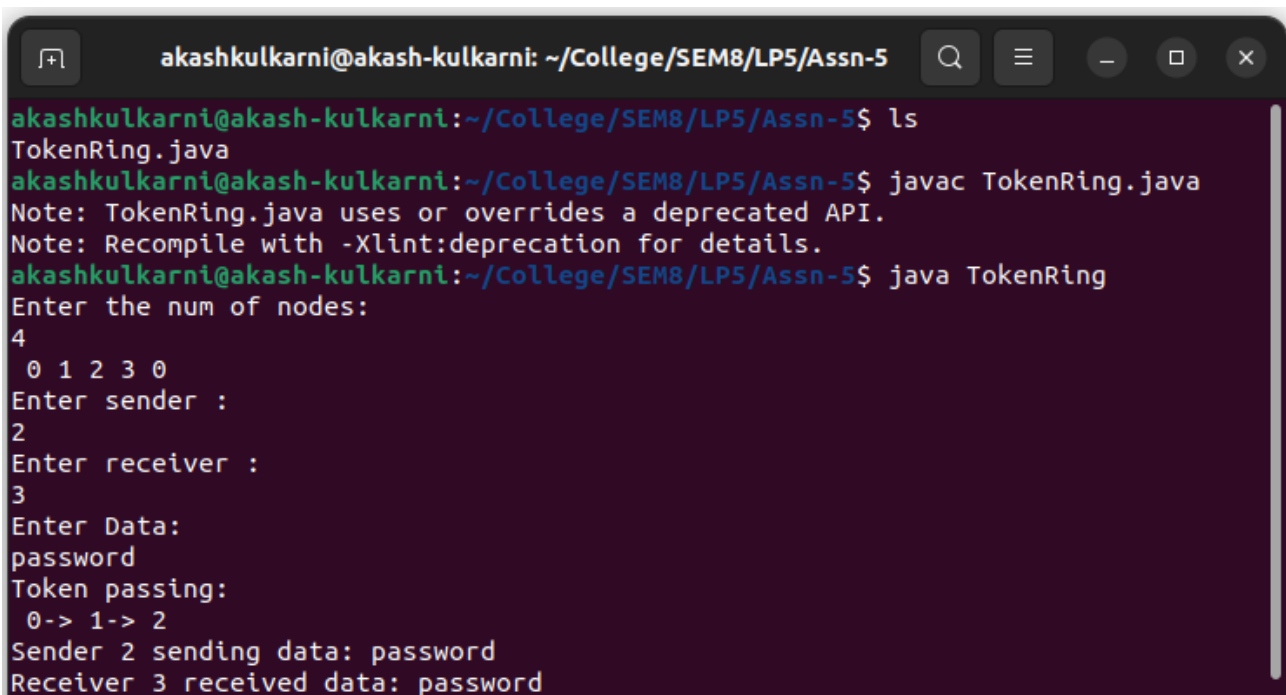
```
1
2 // Implementation of Token Ring Algorithm
3 import java.io.*;
4 import java.lang.*;
5
6 class TokenRing {
7
8     public static void main(String args[]) throws Throwable {
9
10        DataInputStream dis = new DataInputStream(System.in);
11        System.out.println("Enter the num of nodes:");
12
13        int n = Integer.parseInt(dis.readLine());
14        // Decides the number of nodes forming the ring
15        int token = 0;
16        int ch = 1;
17        for (int i = 0; i < n; i++)
18
19            System.out.print(" " + i);
20            System.out.println(" " + 0);
21
22        try {
23            while (ch == 1) {
24
25                System.out.println("Enter sender :");
26                int s = Integer.parseInt(dis.readLine());
27
28                System.out.println("Enter receiver :");
29                int r = Integer.parseInt(dis.readLine());
30
31                System.out.println("Enter Data:");
32                String d = dis.readLine();
33
34                System.out.print("Token passing:");|
35                for (int i = token; i != s; i++)
36                    System.out.println(" " + i + "->");
37            }
38        }
39    }
40}
```

```

37
38         System.out.println(" " + s);
39
40         System.out.println("Sender " + s + " sending data: " + d);
41
42         for (int i=s+1; i != r; i=(i+1)%n)
43             System.out.println("data " + d + " forwarded by " +
44 i);
45         System.out.println("Receiver " + r + " received data: " +
46 d);
47         token = s;
48     }
49 } catch (Exception e) {}
50 }
51 }

```

Output :



```

akashkulkarni@akash-kulkarni: ~/College/SEM8/LP5/Assn-5
TokenRing.java
akashkulkarni@akash-kulkarni:~/College/SEM8/LP5/Assn-5$ javac TokenRing.java
Note: TokenRing.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
akashkulkarni@akash-kulkarni:~/College/SEM8/LP5/Assn-5$ java TokenRing
Enter the num of nodes:
4
0 1 2 3 0
Enter sender :
2
Enter receiver :
3
Enter Data:
password
Token passing:
0-> 1-> 2
Sender 2 sending data: password
Receiver 3 received data: password

```