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```
}
close(sock_fd);
}
```

Output

Server

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt2_udp
File Edit View Search Terminal Help
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$ ./server 5300
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$ 
```

Client

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt2_udp
File Edit View Search Terminal Help
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$ ./client 127.0.0.1
5300
Enter the number of rows of first matrix
3
Enter the number of columns of first matrix
4
Enter the values row by row one on each line
1 2 3 4
5 6 7 8
1 2 3 4
Enter the number of rows of second matrix
4
Enter the number of columns of second matrix
3
Enter the values row by row one on each line
1 2 3
4 5 6
7 8 9
1 2 3

THE PRODUCT OF MATRICES IS
34 44 54
86 112 138
34 44 54
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$ 
```

Experiment 5

Simulate sliding window flow control protocols. (Stop and Wait, Go back N, Selective Repeat ARQ protocols)

sliding window flow control protocols

Flow control deals with problem that sender transmits frames faster than receiver can accept, and solution is to limit sender into sending no faster than receiver can handle Consider the simplex case: data is transmitted in one direction (Note although data frames are transmitted in one direction, frames are going in both directions, i.e. link is duplex) Stop and wait: sender sends one data frame, waits for acknowledgement (ACK) from receiver before proceeding to transmit next frame This simple flow control will break down if ACK gets lost or errors occur → sender may wait for ACK
that never arrives

Go-back-n ARQ

The basic idea of go-back-n error control is: If frame i is damaged, receiver requests retransmission
of all frames starting from frame i
Notice that all possible cases of damaged frame and ACK / NAK must be taken into account
In selective-reject ARQ error control, the only frames retransmitted are those receive a NAK or which time out

1. Stop and Wait

Server.c

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
```

```c
#include <time.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <sys/socket.h>
#include <unistd.h>
#include <arpa/inet.h>
typedef struct packet{
char data[1024];
}Packet;
typedef struct frame{
int frame_kind; //ACK:0, SEQ:1 FIN:2
int sq_no;
int ack;
Packet packet;
}Frame;
int main(int argc, char** argv){
if (argc != 2){
printf("Usage: %s <port>", argv[0]);
exit(0);
}
int port = atoi(argv[1]);
int sockfd;
struct sockaddr_in serverAddr, newAddr;
char buffer[1024];
socklen_t addr_size;
int frame_id=0;
Frame frame_recv;
Frame frame_send;
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&serverAddr, '\0', sizeof(serverAddr));
serverAddr.sin_family = AF_INET;
serverAddr.sin_port = htons(port);
serverAddr.sin_addr.s_addr = inet_addr("127.0.0.1");
bind(sockfd, (struct sockaddr*)&serverAddr, sizeof(serverAddr));
addr_size = sizeof(newAddr);
while(1){
int f_recv_size = recvfrom(sockfd, &frame_recv, sizeof(Frame), 0, (struct
sockaddr*)&newAddr, &addr_size);
if (f_recv_size > 0 && frame_recv.frame_kind == 1 && frame_recv.sq_no ==
frame_id){
```

```
printf("[+]Frame Received: %s\n", frame_recv.packet.data);
frame_send.sq_no = 0;
frame_send.frame_kind = 0;
frame_send.ack = frame_recv.sq_no + 1;
sendto(sockfd, &frame_send, sizeof(frame_send), 0, (struct
sockaddr*)&newAddr, addr_size);
printf("[+]Ack Send\n");
}else{
printf("[+]Frame Not Received\n");
}
frame_id++;
}
close(sockfd);
return 0;
}
```

client.c

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>
#include <sys/socket.h>
typedef struct packet{
char data[1024];
}Packet;
typedef struct frame{
int frame_kind; //ACK:0, SEQ:1 FIN:2
int sq_no;
int ack;
Packet packet;

}Frame;
int main(int argc, char **argv[]){
if (argc != 2){
printf("Usage: %s <port>", argv[0]);
exit(0);
}
int port = atoi(argv[1]);
```

```
int sockfd;
struct sockaddr_in serverAddr;
char buffer[1024];
socklen_t addr_size;
int frame_id = 0;
Frame frame_send;
Frame frame_recv;
int ack_recv = 1;
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&serverAddr, '\0', sizeof(serverAddr));
serverAddr.sin_family = AF_INET;
serverAddr.sin_port = htons(port);
serverAddr.sin_addr.s_addr = inet_addr("127.0.0.1");
while(1){
if(ack_recv == 1){
frame_send.sq_no = frame_id;
frame_send.frame_kind = 1;
frame_send.ack = 0;
printf("Enter Data: ");
scanf("%s", buffer);
strcpy(frame_send.packet.data, buffer);
sendto(sockfd, &frame_send, sizeof(Frame), 0, (struct
sockaddr*)&serverAddr, sizeof(serverAddr));
printf("[+]Frame Send\n");
}
int addr_size = sizeof(serverAddr);
int f_recv_size = recvfrom(sockfd, &frame_recv, sizeof(frame_recv), 0 ,(struct
sockaddr*)&serverAddr, &addr_size);
if( f_recv_size > 0 && frame_recv.sq_no == 0 && frame_recv.ack ==
frame_id+1){
printf("[+]Ack Received\n");
ack_recv = 1;
}else{
printf("[-]Ack Not Received\n");
ack_recv = 0;
}
frame_id++;
}
close(sockfd);
return 0;
```

}

OUTPUT

2. Go_Back ARQ

Reciver.c

```c
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
int main()
{
struct sockaddr_in ser,cli;
int s,n,sock,i,j,c=1,f;
```

```
unsigned int s1;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
bind(s,(struct sockaddr *) &ser, sizeof(ser));
listen(s,1);
n=sizeof(cli);
sock=accept(s,(struct sockaddr *)&cli, &n);
printf("\nTCP Connection Established.\n");
s1=(unsigned int) time(NULL);
srand(s1);
strcpy(b,"Time Out ");
recv(sock,a,sizeof(a),0);
f=atoi(a);
while(1)
{
for(i=0;i<W;i++)
{
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
j=rand()%P1;
if(j<P2)
{
send(sock,b,sizeof(b),0);
break;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
```

```
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
```

Client.c

```c
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
int main()
{
struct sockaddr_in ser,cli;
int s,n,sock,i,j,c=1,f;
unsigned int s1;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
bind(s,(struct sockaddr *) &ser, sizeof(ser));
listen(s,1);
n=sizeof(cli);
sock=accept(s,(struct sockaddr *)&cli, &n);
printf("\nTCP Connection Established.\n");
s1=(unsigned int) time(NULL);
srand(s1);
strcpy(b,"Time Out ");
recv(sock,a,sizeof(a),0);
f=atoi(a);
while(1)
{
for(i=0;i<W;i++)
{
```

```
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
j=rand()%P1;
if(j<P2)
{
send(sock,b,sizeof(b),0);
break;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
return 0;
}
```

```
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
```


3. Selective repeat ARQ

Reciver.c

```c
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
void alp(int);
int main()
{
struct sockaddr_in ser,cli;
int s,n,sock,i,j,c=1,f;
unsigned int s1;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
bind(s,(struct sockaddr *) &ser, sizeof(ser));
listen(s,1);
n=sizeof(cli);
sock=accept(s,(struct sockaddr *)&cli, &n);
printf("\nTCP Connection Established.\n");
s1=(unsigned int) time(NULL);
srand(s1);
strcpy(b,"Time Out ");
recv(sock,a,sizeof(a),0);
f=atoi(a);
while(1)
{
for(i=0;i<W;i++)
{
```

```
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
L:
j=rand()%P1;
if(j<P2)
{
alp(c);
send(sock,b,sizeof(b),0);
goto L;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
```

```
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
void alp(int z)
{
int k,i=1,j,g;
k=z;
b[0]='N';
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
b[i]=k+48;
i--;
z=z/10;
```
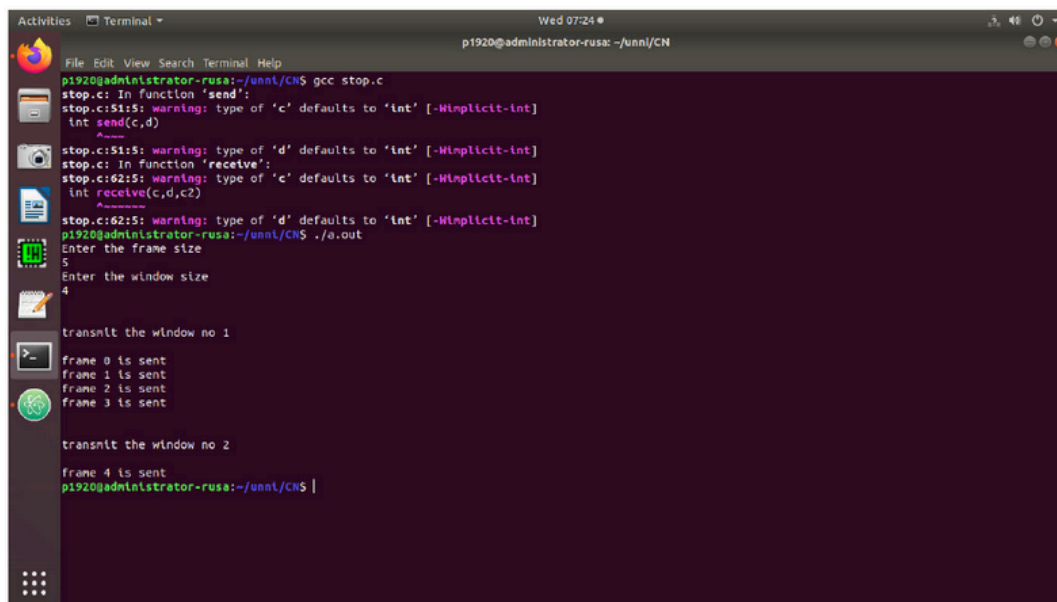
```
}
b[g]='\0';
}
```

Client.c

```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#define W 5
char a[10];
char b[10];
void alpha9(int);
int con();
int main()
{
int s,f,wl,c=1,x,i=0,j,n,p=0,e=0;
struct sockaddr_in ser;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
connect(s,(struct sockaddr *) &ser, sizeof(ser));
printf("\nTCP Connection Established.\n");
printf("\nEnter the number of Frames: ");
scanf("%d",&f);
alpha9(f);
send(s,a,sizeof(a),0);
strcpy(b,"Time Out ");
while(1)
{
for(i=0;i<W;i++)
{
alpha9(c);
send(s,a,sizeof(a),0);
```

```
if(c<=f)
{
printf("\nFrame %d Sent",c);
c++;
}
}
i=0;
wl=W;
while(i<W)
{
recv(s,a,sizeof(a),0);
p=atoi(a);
if(a[0]=='N')
{
e=con();
if(e<f)
{
printf("\nNAK %d",e);
printf("\nFrame %d sent",e);
i--;
}
}
else
{
if(p<=f)
{
printf("\nFrame %s Acknowledged",a);
wl--;
}
else
{
break;
}
}
if(p>f)
{
break;
}
i++;
}
```

```
if(wl==0 && c>f)
{
send(s,b,sizeof(b),0);
break;
}
else
{
c=c-wl;
wl=W;
}
}
close(s);
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
int con()
{
char k[9];
int i=1;
while(a[i]!='\0')
{
```

k[i-1]=a[i];

i++;

}

k[i-1]='\0';

i=atoi(k);

return i;

}

Experiment 6

Implement and simulate algorithm for Distance Vector Routing protocol

Aim: To implement and simulate algorithm for Distance vector routing protocol

Description:

This algorithm is iterative, and distributed. Each node receives information from its directly attached neighbors, performs some calculations and results to its neighboring nodes. This process of updating the information goes on until there is no exchange of information between neighbors.

Algorithm:

(adapted from Computer Networking – A top down approach by Kurose and Rose)

Bellman Ford algoithm is applied.

Let $d_x(y)$ be the cost of the least cost path from node x to node y. Then Bellman Ford equation states that
$$d_x(y) = \min\{ c(x,v) + d_v(y) \}$$

v

where v is a neighbour of node x. $d_v(y)$ is the cost of the least cost path from v to y. c(x,v) is the cost
from x to neighbour v. The least cost path has a value equal to minimum of c(x,v) + $d_v(y)$ over all its
neighbours v. The solution of Bellman Ford equation provides entries in node x's forwarding table.
Distance vector (DV) algorithm
At each node x
Initialization:
for all destinations y in N:

$D_x(y) = c(x,y)$ /* if y is not a neighbour of x, then c(x,y) = ∞ */

for each neighbour w,
send distance vector Dx = { Dx(y): y in N} to w
loop:
for each y in N:
Dx(y) = min { c(x,v) + Dv(y) }