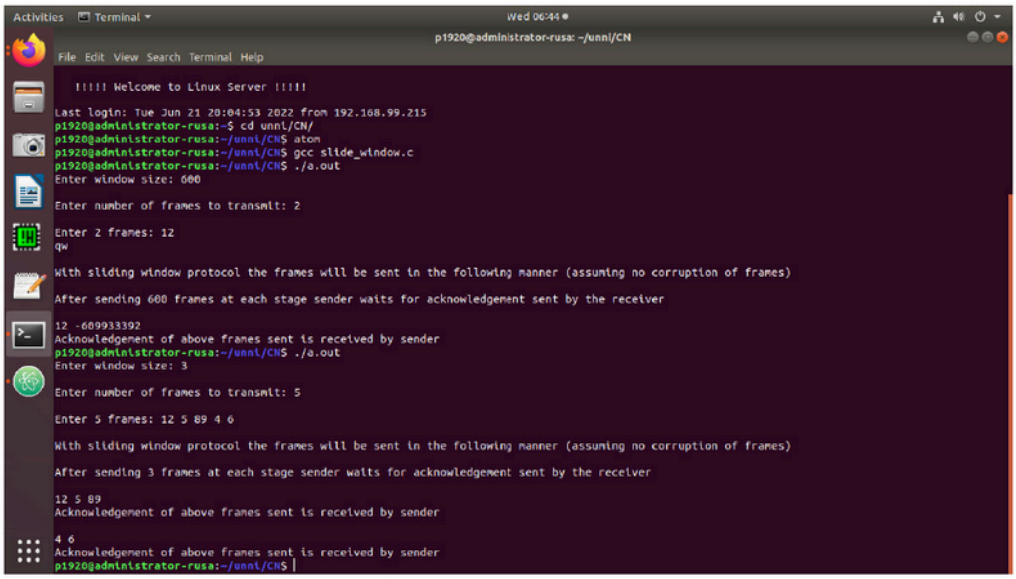
```
int sockfd;
struct sockaddr_in serverAddr;
char buffer[1024];
socklen_t addr_size;
int frame_id = 0;
Frame frame_send;
Frame frame_recv;
int ack_recv = 1;
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&serverAddr, '\0', sizeof(serverAddr));
serverAddr.sin_family = AF_INET;
serverAddr.sin_port = 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

```
#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);
```

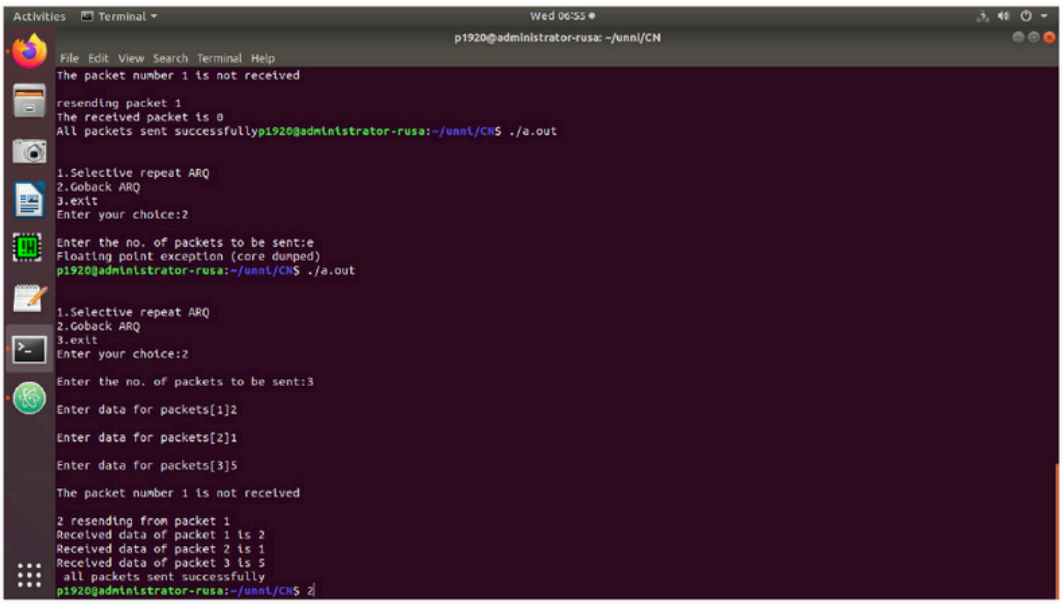
```
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
```

Client.c

```
#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