

## Practical 7

### AIM:

Write a program to implement flow control at data link layer using SLIDING WINDOW PROTOCOL. Simulate the flow of frames from one node to another.

### ALGORITHM:

#### **Initialize Frames:**

- Input the window size from the user.
- Input a message to be sent as a sequence of frames.
- Create a list of frames from the message, where each frame consists of:
  - A frame number (frame\_no).
  - The data (a single character from the message).
  - An acknowledgment status (acknowledged), initially set to False.

#### **Set Initial Variables:**

- Set base to 0, representing the starting position of the sliding window.
- The window\_size determines how many frames can be sent without waiting for acknowledgments.

#### **Loop Until All Frames are Sent:**

- **Send Frames:**
  - Send up to window\_size frames starting from the current base.
  - Display the frame numbers and data being sent.
  - Introduce a delay (2 seconds) to simulate transmission time.
- **Receive Acknowledgments:**
  - Simulate acknowledgment for each frame in the window:
    - With an error probability of 20%, mark the frame as not acknowledged.

- Otherwise, mark the frame as successfully acknowledged.
- Display the acknowledgment status for each frame (OK for success, ERROR for failure).
- Introduce a delay to simulate acknowledgment processing time.

### Update Window Base:

- Shift the window (base) to the next unacknowledged frame:
  - Move base forward as long as frames at base are acknowledged.
  - If base has moved to the next set of unacknowledged frames, resend the remaining frames in the window.

### Repeat Until All Frames are Acknowledged:

- Continue until base reaches the end of the frame list.
- If there are still frames left unacknowledged after a complete cycle, resend them.
- Introduce a delay for retransmission.

### End Protocol:

- Print a confirmation message that all frames have been sent and acknowledged.

### OUTPUT:

```
Enter window size: 3
Enter a message to send: Bhanupriya

--- Sending Frames ---
Sent Frame 0: B
Sent Frame 1: h
Sent Frame 2: a
Frames sent, waiting for acknowledgments...

--- Receiving Frames ---
Received Frame 0: B [OK]
Received Frame 1: h [OK]
Received Frame 2: a [ERROR]
Resending unacknowledged frames...

--- Sending Frames ---
Sent Frame 2: a
Sent Frame 3: n
Sent Frame 4: u
Frames sent, waiting for acknowledgments...

--- Receiving Frames ---
Received Frame 2: a [ERROR]
Received Frame 3: n [OK]
Received Frame 4: u [OK]
Resending unacknowledged frames...

--- Sending Frames ---
Sent Frame 2: a
Frames sent, waiting for acknowledgments...
```

```
--- Receiving Frames ---
Received Frame 2: a [OK]

Resending unacknowledged frames...

--- Sending Frames ---
Sent Frame 5: p
Sent Frame 6: r
Sent Frame 7: i
Frames sent, waiting for acknowledgments...

--- Receiving Frames ---
Received Frame 5: p [OK]
Received Frame 6: r [OK]
Received Frame 7: i [OK]

Resending unacknowledged frames...

--- Sending Frames ---
Sent Frame 8: y
Sent Frame 9: a
Frames sent, waiting for acknowledgments...

--- Receiving Frames ---
Received Frame 8: y [OK]
Received Frame 9: a [OK]

All frames sent and acknowledged!

...Program finished with exit code 0
Press ENTER to exit console.[]
```