

Sliding Window Protocol.

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.

Sender program:

- 1) Input window size and text message.
- 2) create frames [Frame no, DATA]
- 3) Print + save frames in sender-Buffer
- 4) Wait (delay) then read Receiver-Buffer
- 5) If ACK = expected \rightarrow send next frames (overwrite sender-Buffer)
- 6) If NACK = resend old frames (overwrite sender-Buffer)

Receiver Program:

- 1) Read Sender-Buffer
- 2) Check frame numbers
- 3) If correct \rightarrow write ACK in Receiver-Buffer
- 4) If incorrect \rightarrow write NACK in Receiver-Buffer.

Program:

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 string:")
```

```
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]
```

```
        print("Sent -> " + str(p))
```

```
        time.sleep(ws)
```

```
        print("sending -> ", str(y))
```

```
        x = 0
```

```
        while (x < ws):
```

```
            time.sleep(2)
```

```
            if (len(p) > x):
```

```
                print("Ack ~! ", p[x], " | ")
```

```
                RB.write(p[x])
```

```
                time.sleep(1)
```

```
            if (len(y) > x):
```

```
                print("Sending -> ", y[x])
```

```
                SB.write(y[x])
```

```
            x += 1
```

```
        else:
```

```
            print(" ~> The 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!

Ack ~! E!

Ack ~ !L!

Sending → L

Sending → O

Sending → W

Sent → ['O', 'R', 'L']

Sending → ['D']

Ack ~ !O!

Ack ~ !R!

Ack ~ !L!

Sending → D

Result!

Hence the required data is sent using sliding window