

Ex: 7,
14/8/20

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.

PROGRAM:-

```
import threading
import time
import random
import queue
```

```
sender_to_receiver_queue = queue.Queue()
```

```
receiver_to_sender_queue = queue.Queue()
```

```
def sender(window_size, message):
```

```
    frames = [message[i:i+1]] for i in range  
              (0, len(message))]
```

```
    num_frames = len(frames)
```

```
    base = 0
```

```
    next_req_num = 0
```

```
    while base < num_frames:
```

```
        print(f"Window Base: {base}")
```

```
        for i in range(base, min(base + window-  
size, num_frames)):
```

```
            frame = (i, frames[i])
```



```
sender_to_receiver_queue.put(frame)
print("Sending frame no: {i}, data: {frames[i]}")
```

time.sleep(2).

```
ack_received = set()
```

```
while not sender_to_receiver_queue.empty():
```

```
    ack = receiver_to_sender_queue.get()
```

```
    if ack.startswith('ACK'):
```

```
        ack_num = int(ack.split(':')[1])
```

```
        ack_received.add(ack_num)
```

```
    elif ack.startswith('NACK'):
```

```
        nack_num = int(ack.split(':')[1])
```

```
        print("received NACK for frame no: {nack_num}. resending frames starting from {nack_num}.")
```

```
        base = nack_num
```

```
        next_seq_num = base
```

```
    else:
```

```
        base = next_seq_num + len(ack_received)
```

```
        next_seq_num = base
```

```
    if base >= num_frames:
```

```
        print("all frames successfully sent and acknowledged.")
```

```
        break
```



```
def receiver():
```

```
    expected_frame_no = 0
```

```
    while True:
```

```
        try:
```

```
            frame_no, data = receiver_queue.get(timeout=5)
```

```
        except queue.Empty:
```

```
            break
```

```
        if random.random() > 0.1:
```

```
            ack = f"ACK: {frame_no}"
```

```
            print(f"Received Frame no: {frame_no}")
```

```
            sending ACK")
```

```
            receiver_to_sender_queue.put(ack)
```

```
            if frame_no == expected_frame_no:
```

```
                expected_frame_no += 1
```

```
        else:
```

```
            ack = f"NACK: {frame_no}"
```

```
            print(f"Received frame no: {frame_no},  
                sending NACK due to error")
```

```
            receiver_to_sender_queue.put(ack)
```

```
            receiver_to_sender_queue.put("\n")
```



```
def main():
```

```
    window_size = int(input("Enter window size: "))
```

```
    message = input("Enter text message: ")
```

```
    receiver_thread = threading.Thread(target  
                                        = receiver)
```

```
    receiver_thread.start()
```

```
    sender(window_size, message)
```

```
    receiver_thread.join()
```

```
if __name__ == "__main__":
```

```
    main()
```

Output:

python sender.py.

Enter window size: 3.

Enter text message = hello.

Sending frames: [(0, 'h'), (1, 'e'), (2, 'l')]

Ack received for frame 1.

⇒ Python receiver.py:

~~No frames no process~~, waiting - sending ACK.
end of transaction.

received frame 0: b

Sending ACK

received frame 1: e.

sending ACK.

received frame 2: l.

sending ACK.

received frame 3: l.

sending ACK.

receive frame 4: o.

result:

The program was successfully executed &
o/p is verified.

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