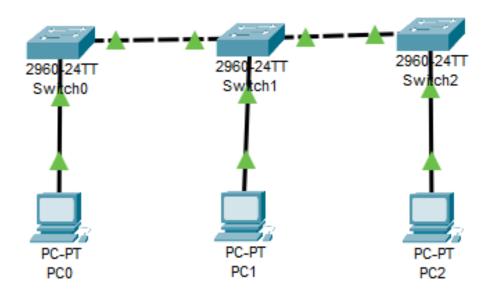
1. a) Write a program to implement the Data link layer framing method bit stuffing.

```
import java.util.*;
public class Bit
      public static void main(String[] args)
             int i,count=0;
             Scanner str=new Scanner(System.in);
             System.out.println("Enter bits : ");
             String s1=str.nextLine();
             for (i=0; i < s1.length(); i++)</pre>
                   if (s1.charAt(i) == '1')
                         count++;
                   if(s1.charAt(i) == '0')
                         count=0;
                   System.out.print(s1.charAt(i));
                   if (count==5)
                          System.out.print("0");
                          count=0;
                          str.close();
                   }
             }
      }
}
```

OUTPUT

Enter bits : 101111111 1011111011

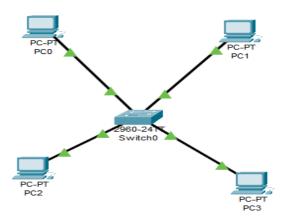
b) Configure bus topology using cisco packet tracer.



2. a) Write a program to implement the Data link layer framing method character stuffing.

```
import java.util.*;
public class Char
      public static void main(String[] args)
            Scanner sc =new Scanner(System.in);
            System.out.println("Enter number of Characters : ");
            int n=sc.nextInt();
            String in[]=new String[n];
            for (int i=0;i<n;i++)</pre>
                   in[i]=sc.next();
            for (int i=0; i<n; i++)</pre>
                   if(in[i].equals("DLE"))
                         in[i]="DLE DLE";
            System.out.print("Transmitted Message is "+"DLE STX ");
            for (int i=0;i<n;i++)</pre>
                   System.out.print(in[i]+" ");
            System.out.print("DLE ETX");
            sc.close();
            int i = 0;
            System.out.println("\nOriginal Message : "+in[i]);
      }
}
OUTPUT
Enter number of Characters : 1
DOODLE
Transmitted Message is DLE STX DOODLE DLE ETX
Original Message : DOODLE
```

b) Configure star topology using cisco packet tracer.



3. Write a program to simulate Stop and wait protocol.

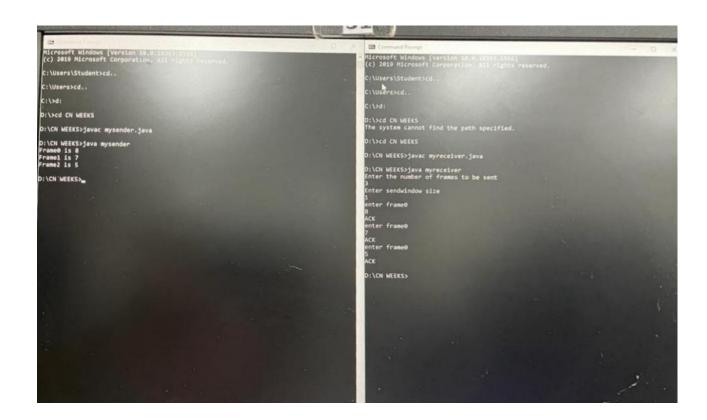
mysender.java

```
import java.io.*;
import java.net.*;
public class mysender {
      public static void main(String args[])
            try {
                  ServerSocket ss=new ServerSocket(113);
                  Socket s=ss.accept();
DataInputStream dis=new DataInputStream(s.getInputStream());
DataOutputStream dos=new DataOutputStream(s.getOutputStream());
                  int p=Integer.parseInt(dis.readUTF());
                  //intreceivewindow=1;
                  for (int i=0;i<p;i++)</pre>
                  String Str[]=new String[p];
                  Str[i] = (String) dis.readUTF();
                  System.out.println("Frame"+i+" is "+Str[i]);
                  //System.out.println("Ack sent");
                  dos.writeUTF("ACK");
                  ss.close();
            }catch(Exception e) {System.out.print(e);}
```

Myreceiver.java

```
import java.io.*;
import java.net.*;
import java.util.*;
public class myreceiver {
      public static void main(String args[])
            try {
                  Socket s=new Socket("localhost",113);
      DataOutputStream dout=new DataOutputStream(s.getOutputStream());
      DataInputStream di=new DataInputStream(s.getInputStream());
      Scanner sc=new Scanner(System.in);
      System.out.println("Enter the number of frames to be sent");
                  int n=sc.nextInt();
                  String k= Integer.toString(n);
                  dout.writeUTF(k);
                  String ack[]=new String[n];
                  int sendwindow=0;
                  System.out.println("Enter sendwindow size");
                  sendwindow=sc.nextInt();
                  for(int i=0,j=0;i<n/sendwindow;i++) {</pre>
                         while(j<sendwindow) {</pre>
                  System.out.println("enter frame"+j);
                  String fr=sc.next();
                  dout.writeUTF(fr);
                  ack[i] = (String) di.readUTF();
                  System.out.println(ack[i]);
                  j++;
```

OUTPUT



4. a) Explain about different types of basic network commands and implement them.

Basic network commands and network configuration commands:

C:>ping

Ping is the primary TCP/IP command used to trouble shoot connectivity, reachability, and name resolution. This command is to test both computer name and IP address of the computer.

C:>ipconfig

The iPconfig command displays information about the host computere TCP/IP configuration.

C:>ipconfig /all

This command displays detailed configuration information about TCP/IP connection including Router, Grateway, DNS, DHCP, and type of Ethernet.

C:>ipconfig/release

This command allows you to drop the IP lease from the OHCP server.

C:>ipconfig /renew

This command is a quick problem solver for the connection listles, using genew all your IP addresses are currently borrowing from DHCP server.

C:>nbtstat-a

This command helps solve problems with NetBIOS name resolution.

Not stands for NetBIOS OVER TCP/IP.

C:\>arp -a

It is short fort attress resolution protocol, it will show the IP address of your computer along with MAC address of nouter.

C:\>hostname:

This is the simplest of all TCP/IP commands. It simply displays the name of your Computer.

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C: >ipconfig /flushdns:

This command is only needed if you are having towards with networks DNS configuration. The best time to use is after network configuration.

C:\netdiag:

Netdiag is a network testing utility that performs a variety of network diagonstic tests, allowing to phopoint peroblems in network.

C:\>netstat:

Netstat displays a variety of statistics about a computers active TCP/IP connections, it is used when having trouble with applications such as HTTP and FTP.

C:>nslookup:

nslookup is used for diagnosing DNS peroblems. If you can access a suspense by specifying an IP address.

C:\>pathping:

Pathping is unique to window's and is basically a combination of Ping and Traceut commands.

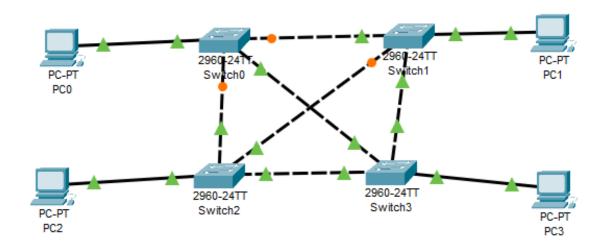
C:\>route:

The soute command displays the computers stouting table. Whenever having trouble accessing other computers on network, we can use the stoute command to make swee the Entries in stouting table are correct.

C:\>tracert:

The tracert command displays a list of all routers that a packet has to go through to get from the computer where tracert is run to any other computer on the internet.

b) Configure mesh topology using cisco packet tracer.



5. Write a program to implement on a data set of characters using the three Cyclic Redundancy Check.

```
import java.util.*;
class crc1{public static void main(String args[]) {
Scanner scan = new Scanner(System.in);
System.out.println("Enter the size of the data:");
n = scan.nextInt();
int data[] = new int[n];
System.out.println("Enter the data, bit by bit:");
for(int i=0 ; i < n ; i++) {</pre>
System.out.println("Enter bit number " + (n-i) + ":");
data[i] = scan.nextInt();
System.out.println("Enter the size of the divisor:");
n = scan.nextInt();
int divisor[] = new int[n];
System.out.println("Enter the divisor, bit by bit:");
for(int i=0 ; i < n ; i++) {</pre>
System.out.println("Enter bit number " + (n-i) + ":");
divisor[i] = scan.nextInt();
int remainder[] = divide(data, divisor);
for(int i=0 ; i < remainder.length-1 ; i++) {</pre>
System.out.print(remainder[i]);
System.out.println("\nThe CRC code generated is:");
for(int i=0 ; i < data.length ; i++) {</pre>
System.out.print(data[i]);
for(int i=0 ; i < remainder.length-1 ; i++) {</pre>
System.out.print(remainder[i]);
System.out.println();
```

```
int sent data[] = new int[data.length + remainder.length - 1];
System.out.println("Enter the data to be sent:");
for(int i=0 ; i < sent data.length ; i++) {</pre>
System.out.println("Enter bit number " + (sent data.length-i)
+ ":");
sent data[i] = scan.nextInt();
receive(sent data, divisor);
static int[] divide(int old data[], int divisor[]) {
int remainder[] , i;
int data[] = new int[old data.length + divisor.length];
System.arraycopy(old data, 0, data, 0, old data.length);
remainder = new int[divisor.length];
System.arraycopy(data, 0, remainder, 0, divisor.length);
for(i=0; i < old data.length; i++) {</pre>
System.out.println((i+1) + ".) First data bit is : "
+ remainder[0]);
System.out.print("Remainder: ");
if(remainder[0] == 1) {
for(int j=1 ; j < divisor.length ; j++) {</pre>
remainder[j-1] = exor(remainder[j], divisor[j]);
System.out.print(remainder[j-1]);
else {
for(int j=1 ; j < divisor.length ; j++) {</pre>
remainder[j-1] = exor(remainder[j], 0);
System.out.print(remainder[j-1]);
}
remainder[divisor.length-1] = data[i+divisor.length];
System.out.println(remainder[divisor.length-1]);
}
return remainder;
static int exor(int a, int b) {
if(a == b) {
return 0;
return 1;
static void receive(int data[], int divisor[]) {
int remainder[] = divide(data, divisor);
for(int i=0 ; i < remainder.length ; i++) {</pre>
if(remainder[i] != 0) {
System.out.println("There is an error in received data...");
return;
System.out.println("Data was received without any error.");
OUTPUT
Enter the size of the data:4
Enter the data, bit by bit
Enter bit number 4:1
Enter bit number 3:0
```

```
Enter bit number 2:1
Enter bit number 1:1
Enter the size of the divisor:4
Enter the divisor, bit by bit
Enter bit number 4:1
Enter bit number 3:0
Enter bit number 2:0
Enter bit number 1:1
1.) First data bit is: 1
Remainder : 0100
2.) First data bit is: 0
Remainder : 1000
3.) First data bit is : 1
Remainder : 0010
4.) First data bit is: 0
Remainder : 0100
010
The CRC code generated is:1011010
Enter the data to be sent
Enter bit number 7:1
Enter bit number 6:0
Enter bit number 5:1
Enter bit number 4:1
Enter bit number 3:0
Enter bit number 2:1
Enter bit number 1:0
1.) First data bit is: 1
Remainder: 0100
2.) First data bit is: 0
```

Remainder: 1001

Remainder: 0000

Remainder: 0000

Remainder: 0000

Remainder: 0000

Remainder : 0000

3.) First data bit is: 1

4.) First data bit is: 0

5.) First data bit is: 0

6.) First data bit is : 0

7.) First data bit is: 0

Data was received without any error.