Experiment no: Date:	Stop and wait protocol

Aim: To write a java program to perform stop and wait protocol.

Algorithm: Step 1: Start

Step 2: Get the frame size from the user

Step 3: To create the frame based on the user request

Step 4: To send frames to server from the client side.

Step 5: Ack signal will be received if transmission is successful otherwise NACK will be received.

Step 6: Stop

Sender:

```
import java.io.*;
import java.net.*;
class Stopandwait{
  Socket s; ObjectOutputStream out; ObjectInputStream in;
  String packet, ack, str, msg;
  int n, i=0, sequence=0;
  Stopandwait(){}
  public void run(){
     try{
       BufferedReader br= new BufferedReader(new Input
                                    StreamReader(System.in));
       System.out.println("waiting for connection.....");
       s = new Socket("localhost", 2004); sequence=0;
       out = new ObjectOutputStream(s.getOutputStream());
       out.flush();
```

```
in=new ObjectInputStream(s.getInputStream());
str =(String) in.readObject();
System.out.println("receiver >"+str+"\nEnter the data to send...");
packet = br.readLine(); n =packet.length();
do{
  try{
    if(i<n){
      msg = String.valueOf(sequence);
      msg=msg.concat(packet.substring(i,i+1));
    }else if(i==n){
      msg ="end";out.writeObject(msg);break;
    }
    out.writeObject(msg); sequence =(sequence ==0)?1:0;
    out.flush();
    System.out.println("data sent>"+msg);
    ack =(String) in.readObject(); System.out.print("waiting for
                                                    ack...\n\n");
    if(ack.equals(String.valueOf(sequence))){
      i++;
      System.out.println("receiver >" + "packet received\n\n");
    }else{
      System.out.println("Time out resending data...\n\n");
      sequence =(sequence ==0)?1:0;
    }catch(Exception e){}
  }while(i<n+1);System.out.println("All data sent.exiting");
  }catch(Exception e){}
  finally{
    in.close();out.close();s.close();
  }
}
```

```
public static void main(String a[]){
        stopandwait s = new stopandwait();
        s.run();
    }
}
```

Receiver program:

```
import java.io.*;
import java.net.*;
class Receiver{
    ServerSocket ss; Socket conn=null; ObjectOutputStream out;
    ObjectInputStream in; String packet, ack, data="";
    int p=0, sequence=0;
    public void run(){
      try{
       BufferedReader br = new BufferedReader(new InputStreamReader
                                              (System.in));
       ss = new ServerSocket(2004,10);
       System.out.println("waiting for connection...");
       conn = ss.accept(); sequence=0;
       System.out.println("connection established:");
       out = new ObjectOutputStream(conn.getOutputStream());
       out.flush();
       in=new ObjectInputStream(conn.getInputStream());
       out.writeObject("connected:");
       do{
        try{
          packet =(String)in.readObject();
          if(Integer.valueOf(packet.substring(0,1)) == sequence){
              data += packet.substring(1);
              sequence =(sequence==0)?1:0;
          }
```

sender output :

waiting for connection....
receiver > connected
Enter the data to send....
Hi
data sent >0 H
waiting for ack....
receiver > packet received
data sent >1 i
waiting for ack....
receiver > packet received
All data sent. exiting

Receiver output:

waiting for connection...
Connection established :
receiver >0 H
receiver >1 i
Data received : Hi
waiting for connection....

```
System.out.println("in in receiver >"+packet);
} else {
  System.out.println("in in receiver >"+ packet +" duplicate data");
} if(i<3){
    out.writeObject(String.valueOf(sequence)); i++;
  }else{
    out.writeObject(String.valueOf((sequence+1)%2)); i=0;
  }
} catch(Exception e){}
}while(!packet.equals("end"));
System.out.println("data received ="+data);
out.writeObject("connection ended.");
} catch(Exception e){}
finally{
   in.close(); out.close(); s.close();
}}
public static void main(String args[]){
        Receiver r = new Receiver();
          while(true) r.run();
   }
}
```

Result: Thus the implementation of stop and wait protocol was implemented and executed successfully.