


















I N D E X

NAME: A. Kavin STD: 11th year CSE-B SEC: ROLL NO: 220704122

S.No.	Date	Title	Page No.	Teacher's Sign/Remarks
1.	16/7/24	Study of various network commands used in linux & windows		
2.	23/7/24	Study of network cables		
3.	30/7/24	Experiments of CISCO PACKET TRACER (simulation tools)		
4.	6/8/24	Setup and configure a LAN using a switch and Ethernet cable		
5.	9/8/24	Experiments on packet capture tool; Wireshark		
6.	16/8/24	Error correction at data link layer (Hamming code)		
7.	23/8/24	Flow control at data link layer (Sliding window protocol)		
8.	10/9/24	Stimulate virtual LAN		
		Cisco Packet Tracer		
9.	30/9/24	Implementation of subnetting in CISCO Packet tracer		
10.	4/10/24	Internetworking using router DHCP server and internet cloud		
11.	8/10/24	Stimulate static routing Protocol		
		Configuration using CISCO Packet & RIP		
12.	15/10/24	Echo client TCP/UDP sockets chat client server TCP/UDP		
13.	22/10/24	Write own Ping Problem		
14.	25/10/24	Raw sockets to implement		
		Packet Sniffing		
15.	29/10/24	weblizer tool		

Completed

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.

create a sender program with following features.

1. Input window size from the user
2. Input a text message from the user
3. consider 1 character per frame
4. create a frame with following fields
5. Send the frames
6. wait for the acknowledgement from the receiver
7. Reader a file called Receiver-Buffer
8. check ack field for acknowledgement number

9. If the acknowledgement number is as expected, send new frames accordingly

create a receiver file with following features

1. Reader a file called Sender-Buffer
2. check the frame no.
3. If the frame no, as expected,

write the appropriate ACK no. in the receiver-Buffer in file else write NACK no. in the Receiver-Buffer file.

code:-

import math

import random

import time

def sender(message, window_size):

num_frames = math.ceil(len(message) / window_size)

sent_frame = 0

while sent_frame < num_frames:

start = sent_frame * window_size

end = min(start + window_size, len(message))

Print(f"\n Sender: Sending frames from
position {start+1} to {end}")

for i in range(start, end):

Print(f"Frame {i+1}: '{message[i]}' sent.")

if random.choice([True, False]):

Print(f"Receiver: Acknowledgement received

for frames from {start+1} to {end}")

sent_frame += 1

else:

Print(f"Receiver: Acknowledgement NOT
received for frames from {start+1} to {end}")

Resending frames ..."

Print("All frames sent successfully")

def Receiver(message, window_size):

pass

if __name__ == "__main__":

message = input("Enter message to send")

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

sender(message, window_size)

receiver(message, window_size)

Output:-

Enter the message to send : world

Enter the window size: 4

Sender: sending frames from position 1 to 4

Frame 1: 'w' sent.

Frame 2: 'o' sent

Frame 3: 'r' sent

Frame 4: 'l' sent

Receiver: Acknowledgement not received for frames 1 to 4. Resending frames

Sender: sending frames from position 1 to 4

Receiver: Acknowledgement not received for frame 5 to 5

Sender: sending frames from position 5 to 5

Frame: 5 'd' sent

Receiver: Acknowledgement received from frame 5 to 5

23/8/24

Result

thus the program is successfully executed and output is verified