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CT#3

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Ans:

Bit error occurs due to unreliable network channel. ~~Due to bit~~ Bit error can be checked via checksum. But how to recover from this bit error this is the criteria of the question as far as I can understand.

As we are told to consider bit error only so I'll use rdt 2.0 (was developed) because 2.1 for data duplicacy (was developed) 2.2 for reducing complexity and 3.0 for timout. Note that all the rdt version from 2.0 and above can handle bit error. But at first rdt 2.0 was only developed to handle this.

Protocol:

So the ~~work~~ protocol will work like upon receiving a packet from sender, the receiver will send an acknowledgement to the sender. If the packet ~~was~~ is received without any error on corruption then receiver will send positive acknowledgement (ACK). Then the sender can send the next packet. And if the packed received with error on the packet is corrupted then ~~the~~ the

receiver will send negative acknowledgement (NAk). If the sender gets NAk, then it resends the same packet.

This protocol has it's own flaws of data duplicate issue. But as we are to only consider bit error issue so the rdt protocol 2.0 will work fine cause it was developed to tackle this issue.