

Ex:7

Date: 6/9/2024

Sliding Window Protocol

Aim:

To write a Program to implement Flow control at Data link layer using Sliding window Protocol. Simulate flow of frame from one node to other

Code: Sender.Py

```
import time
import os

def input_window_size():
    return int(input("Enter window size:"))

def input_text_message():
    return input("Enter text message:")

def create_frame(text_message):
    frames = [(i, char) for i, char in enumerate(text_message)]
    frames.append((len(text_message), 'END'))
    return frames

def write_to_file(filename, data):
    with open(filename, 'w') as file:
        for frame in data:
            file.write(f"{frame[0]}, {frame[1]}\n")

def read_from_file(filename):
    if not os.path.exists(filename):
        return []
    with open(filename, 'r') as file:
        return [line.strip().split(',') for line in file.readlines()]
```

```
def send_frame(frame, window_size):
```

```
    i = 0
```

```
    while i < len(frame):
```

```
        window = frame[i:i + window_size]
```

```
        print(f"sending frame: {window}")
```

```
        write_to_file('sender-Buffer.txt', window)
```

```
        time.sleep(3)
```

```
    receiver_buffer = read_from_file('Receiver-Buffer.txt')
```

```
    if not receiver_buffer:
```

```
        print("No acknowledgement received yet.")
```

```
        continue
```

```
    ack_frame = receiver_buffer[0]
```

```
    ack_number, ack_type = int(ack_frame[0]), ack_frame[1]
```

```
    if ack_type == 'ACK':
```

```
        print(f"ACK received for frame {ack_number},  
        sending next set of frame.")
```

```
        i += window_size
```

```
    elif ack_type == 'NACK':
```

```
        print(f"NACK received for frame {ack_number},  
        resending frame from frame {ack_number}.")
```

```
        i = ack_number
```

```
def main_sender():
```

```
    window_size = input_window_size()
```

```
    text_message = input_text_message()
```

```
    frame = create_frame(text_message)
```

```
    send_frame(frame, window_size)
```

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

```
    main_sender()
```


code receiver.py

```
import random
import time
import os

def write_to_file(filename, data):
    with open(filename, 'w') as file:
        file.write(data)

def read_from_file(filename):
    if not os.path.exists(filename):
        return []
    with open(filename, 'r') as file:
        return [line.strip().split(' ') for line in file.readlines()]

def Process_frames(frames):
    acks = []
    frame_seen = set()

    for frame in frames:
        frame_number = int(frame[0])
        data = frame[1]

        if frame_number in frame_seen:
            continue

        print(f"Received frame {frame_number}: {data}")

        if random.choice([True, False]):
            print(f"sending ACK for frame {frame_number}")
            acks.append(f"{frame_number}, ACK")
            frame_seen.add(frame_number)
        else:
            print(f"sending NACK for frame {frame_number}")
            acks.append(f"{frame_number}, NACK")
            break
```

```
return ''.join(acks)
```

```
def main_receiver():
```

```
    while True:
```

```
        time.sleep(3)
```

```
        frames = read_from_file('sender_Button.txt')
```

```
        if not frames:
```

```
            print("No frames to process, waiting...")
```

```
            continue
```

```
        ack = process_frame(frames)
```

```
        write_to_file('Receiver_Button.txt', acks)
```

```
        if any(frame[i] == 'END' for frame in frames):
```

```
            print("End of transmission received.")
```

```
            break
```

```
if __name__ == '__main__':
```

```
    main_receiver()
```

Output:

Enter window size: 2

Enter text message: hell

Sending frame: [(0, 'h'), (1, 'e')]

ACK received for frame, sending next frame

Sending frame: [(2, 'l'), (3, 'l')]

ACK received for frame sending next frame

Sending frame: [(4, 'END')]

ACK received for frame 12, send next frame

Received frame 4: end

Sending NACK for frame 4

End of transmission received

Result:

that flow control using sliding window
has been successfully implemented & o/p is verified