**Computer Networks Lab Assignment 7**

(Implementation of Stop and Wait Protocol, Sliding Window Protocol)

1. Test cases for stop and wait protocol (Assumption: If the acknowledgement from the receiver takes more than 3 seconds, you must resend the data.)

**Test Case 1:**

Input: Enter the number of frames to be transmitted: 5

Output:

**Frame\_No Data Waiting\_Time (Sec) Acknowledgement Resend**

1 89 1, 2 Yes No

2 45 1 Yes No

3 81 0 Yes No

4 22 0 Yes No

5 66 1 Yes No

All the data packets are transmitted

**Test Case 2:**

Input: Enter the number of frames to be transmitted: 8

Output:

**Frame\_No Data Waiting\_Time (Sec) Acknowledgement Resend**

1 61 1, 2 Yes No

2 39 1, 2, 3 No Resend

2 39 0 Yes No

3 12 0 Yes No

4 97 1, 2 Yes No

5 84 1 Yes No

6 31 1 Yes No

7 15 1, 2 Yes No

8 72 1 Yes No

All the data packets are transmitted

1. Test cases for Sliding Window Protocol (Take any two test cases)