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// AP21110010201
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// STOP AND WAIT
#include <iostream>
#include <vector>
using namespace std;
int main()
{
    // vector<int> data;
    int size;
    cout << "Enter the size of the data:" << endl;
    cin >> size;
    int data[size];
    cout << "Enter the data :" << endl;
    for (int i = 0; i < size; i++)
        cin >> data[i];
    int bit, n;
    cout << "Enter the window value:" << endl;
    cin >> n;
    int error[size] = {1};
    int m = 0, j = 0;
    int count = 0;
    while (true)
    {
        jump:
        j = m;
        for (int k = 0; k < n; k++)
        {
            cout << "sending the frame bit " << data[j] << " of
position " << j + 1 << endl;
            cout << "Enter 2 to send noise \n0 for no noise:" <<
endl;

            cin >> bit;
            if (bit == 2)

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        error[j] = 0;
    else
        error[j] = 1;
    count += 1;
    j++;
}
jump1:
    for (int k = 0; k < n; k++)
    {
        if (error[m] == 1)
        {

            cout << "Sending the ACK for bit " << data[m] <<
" of position " << m + 1 << endl;
            if (j < size)
            {
                cout << "sending the frame bit " << data[j]
<< " of position " << j + 1 << endl;
                cout << "Enter 2 to send noise \n0 for no
noise : " << endl;

                cin >> bit;
                if (bit == 2)
                    error[j] = 0;
                else
                    error[j] = 1;
                j++;
                count += 1;
            }
            if (m == size - 1)
                break;
        }
    }
else
{

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        cout << "ACK not recieved for " << data[m] << "
of position " << m + 1 << endl;
        goto jump;
    }
    m++;
}
for (int i = m; i < size; i++)
    cout << "Sending the ACK for bit " << data[m] << "
of position " << m + 1 << endl;
    break;
}
cout << "Total number of frames transmitted: " << count <<
endl;
}
```