/*stop & wait ARQ*/

```
#include <stdio.h>

int main() {
   int i, f, frames[50];

   printf("Enter number of frames to transmit: ");
   scanf("%d", &f);

   printf("\nEnter %d frames: ", f);

   for (i = 0; i < f; i++)
      scanf("%d", &frames[i]);

   printf("\nWith Stop-and-Wait ARQ, the frames will be sent and acknowledged as follows:\n\n");

   for (i = 0; i < f; i++) {
      printf("Sending frame %d\n", frames[i]);
      printf("Waiting for acknowledgement...\n");

      // Simulating acknowledgement (assuming it takes 1 unit of time)
      printf("Acknowledgement received for frame %d\n\n", frames[i]);
   }

   printf("All frames successfully transmitted and acknowledged.\n");

   return 0;
}
```

```
Enter number of frames to transmit: 4

Enter 4 frames: 0 1 2 3

With Stop-and-Wait ARQ, the frames will be sent and acknowledged as follows:

Sending frame 0
Waiting for acknowledgement...
Acknowledgement received for frame 0

Sending frame 1
Waiting for acknowledgement...
Acknowledgement received for frame 1

Sending frame 2
Waiting for acknowledgement...
Acknowledgement received for frame 2

Sending frame 3
Waiting for acknowledgement...
Acknowledgement received for frame 3

All frames successfully transmitted and acknowledged.

--------------------------------
Process exited after 6.855 seconds with return value 0
Press any key to continue . . .
```