

```
/*sliding window protocol*/
```

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int w,i,f,frames[50];
```

```
    printf("Enter window size: ");
```

```
    scanf("%d",&w);
```

```
    printf("\nEnter number of frames to transmit: ");
```

```
    scanf("%d",&f);
```

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

```
    for(i=1;i<=f;i++)
```

```
        scanf("%d",&frames[i]);
```

```
    printf("\nWith sliding window protocol the frames will be sent in the following manner (assuming  
no corruption of frames)\n\n");
```

```
    printf("After sending %d frames at each stage sender waits for acknowledgement sent by the  
receiver\n\n",w);
```

```
    for(i=1;i<=f;i++)
```

```
    {
```

```
        if(i%w==0)
```

```
        {
```

```
            printf("%d\n",frames[i]);
```

```
            printf("Acknowledgement of above frames sent is received by sender\n\n");
```

```
        }
```

```
    else
```

```

        printf("%d ",frames[i]);
    }

    if(f%w!=0)

        printf("\nAcknowledgement of above frames sent is received by sender\n");

    return 0;
}

```

```

Enter window size: 4
Enter number of frames to transmit: 4
Enter 4 frames: 0 1 2 3
With sliding window protocol the frames will be sent in the following manner (assuming no corruption of frames)
After sending 4 frames at each stage sender waits for acknowledgement sent by the receiver
0 1 2 3
Acknowledgement of above frames sent is received by sender

-----
Process exited after 10.21 seconds with return value 0
Press any key to continue . . . |

```