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## Assignment No.7

### Report:

#### **Selective Repeat Protocol:**

Selective Repeat is a sliding window protocol used in computer networks for reliable data transfer between a sender and a receiver. It is an enhancement over the basic Go-Back-N protocol, providing better efficiency by allowing the receiver to acknowledge individual packets rather than just cumulative acknowledgments.

#### **Key Features of Selective Repeat Protocol:**

- **Sliding Window:**  
Like other sliding window protocols, Selective Repeat maintains a window of sent but unacknowledged packets at the sender's end and a window of expected packets at the receiver's end.
- **Selective Retransmission:**  
In Selective Repeat, the receiver individually acknowledges correctly received packets. If a packet is lost or corrupted, only that specific packet is retransmitted by the sender, unlike Go-Back-N where the sender has to retransmit all unacknowledged packets in the window.
- **Buffering at Sender and Receiver:**  
Both the sender and receiver maintain buffers to store packets. The sender keeps copies of sent packets until they are acknowledged, while the receiver buffers out-of-order packets until they can be delivered to the upper layer in sequence.
- **Selective Acknowledgments (SACKs):**  
The receiver sends selective acknowledgments indicating the highest in-order packet received and a list of out-of-order packets received.

## Code:

```
1  import java.util.*;
2
3  class Sender {
4      private int windowSize;
5      private List<Packet> packets;
6      private int base;
7      private int nextSeqNum;
8
9      public Sender(int windowSize) {
10         this.windowSize = windowSize;
11         this.packets = new ArrayList<>();
12         this.base = 0;
13         this.nextSeqNum = 0;
14     }
15
16     public void sendData() {
17         while (base < packets.size()) {
18             for (int i = base; i < Math.min(base + windowSize, packets.size()); i++) {
19                 // Simulate sending packet
20                 System.out.println("Sending packet with sequence number: " + packets.get(i).getSequenceNumber());
21             }
22
23             // Simulate waiting for ACKs
24             try {
25                 Thread.sleep(2000); // Simulate network delay
26             } catch (InterruptedException e) {
27                 e.printStackTrace();
28             }
29
30             // Update base based on ACKs received
31             base = Math.max(base, nextSeqNum);
32         }
33     }
34
35     public void addPacket(String data) {
36         packets.add(new Packet(nextSeqNum, data));
37         nextSeqNum++;
38     }
39
40     public List<Packet> getPackets() {
41         return packets;
42     }
43 }
44
45 public class SelectiveRepeat {
46     Run | Debug
47     public static void main(String[] args) {
48         Sender sender = new Sender(windowSize:3); // Window size of 3
49         Receiver receiver = new Receiver(3); // Window size of 3
50
51         // Simulate data transmission
52         sender.addPacket(data:"Packet 1");
53         sender.addPacket(data:"Packet 2");
54         sender.addPacket(data:"Packet 3");
55         sender.addPacket(data:"Packet 4");
56         sender.addPacket(data:"Packet 5");
57
58         // Simulate sending data from sender to receiver
59         sender.sendData();
60
61         // Simulate receiving data at receiver
62         for (Packet packet : sender.getPackets()) {
63             receiver.receiveData(packet);
64         }
65     }
66 }
```

## Output:

```
PS C:\Users\ASUS Vivobook\Downloads\CN_Lab> javac SelectiveRepeat.java
PS C:\Users\ASUS Vivobook\Downloads\CN_Lab> java SelectiveRepeat
Sending packet with sequence number: 0
Sending packet with sequence number: 1
Sending packet with sequence number: 2
Received packet with sequence number: 0, Data: Packet 1
Sending ACK for packet with sequence number: 0
Received packet with sequence number: 1, Data: Packet 2
Sending ACK for packet with sequence number: 1
Received packet with sequence number: 2, Data: Packet 3
Sending ACK for packet with sequence number: 2
Received packet with sequence number: 3, Data: Packet 4
Sending ACK for packet with sequence number: 3
Received packet with sequence number: 4, Data: Packet 5
Sending ACK for packet with sequence number: 4
PS C:\Users\ASUS Vivobook\Downloads\CN_Lab> 
```