## Code (save this code as tokenring.java)

import java.io.\*;

import java.util.\*;

class tokenring {

public static void main(String args[]) throws Throwable {

Scanner scan = new Scanner(System.in);

System.out.println("Enter the num of nodes:");

int n = scan.nextInt();

int m = n - 1;

// Decides the number of nodes forming the ring

int token = 0;

int ch = 0, flag = 0;

for (int i = 0; i < n; i++) {

System.out.print(" " + i);

}

System.out.println(" " + 0);

do{

System.out.println("Enter sender:");

int s = scan.nextInt();

System.out.println("Enter receiver:");

int r = scan.nextInt();

System.out.println("Enter Data:");

int a;

a = scan.nextInt();

System.out.print("Token passing:");

for (int i = token, j = token; (i % n) != s; i++, j = (j + 1) % n) {

System.out.print(" " + j + "->");

}

System.out.println(" " + s);

System.out.println("Sender " + s + " sending data: " + a);

for (int i = s + 1; i != r; i = (i + 1) % n) {

System.out.println("data " + a + " forwarded by " + i);

}

System.out.println("Receiver " + r + " received data: " + a +"\n");

token = s;

do{

try {

if( flag == 1)

System.out.print("Invalid Input!!...");

System.out.print("Do you want to send again?? enter 1 for Yes and 0 for No : ");

ch = scan.nextInt();

if( ch != 1 && ch != 0 )

flag = 1;

else

flag = 0;

} catch (InputMismatchException e){

System.out.println("Invalid Input");

}

}while( ch != 1 && ch != 0 );

}while( ch == 1 );

}

}