|  |
| --- |
| include<stdio.h> |
|  | int timer=0,wait\_for\_ack=-1,frameQ=0,cansend=1,t=0; |
|  | main() |
|  | { |
|  | int i,j,k; |
|  | int frame[5]; |
|  | //clrscr(); |
|  | printf("enter the time when data frame will be ready\n"); |
|  | for(j=0;j<3;j++) |
|  | { |
|  |  |
|  | sender( i, &frame); |
|  | recv(i); |
|  | } |
|  | } |
|  | { |
|  | wait\_for\_ack++; |
|  | if(wait\_for\_ack==3) |
|  | { |
|  | } |
|  | if(i==frame[t]) |
|  | { |
|  | frameQ++; |
|  | t++; |
|  | } |
|  | if(frameQ==0) |
|  | printf("NO FRAME TO SEND at time=%d \n",i); |
|  |  |
|  | if(frameQ>0 && cansend==1) |
|  | { |
|  | printf("FRAME SEND AT TIME=%d\n",i); |
|  | cansend=-1; |
|  | frameQ--; |
|  | timer++; |
|  | printf("timer in sender=%d\n",timer); |
|  | } |
|  | if(frameQ>0 && cansend==-1) |
|  | printf("FRAME IN Q FOR TRANSMISSION AT TIME=%d\n",i); |
|  | if(frameQ>0) |
|  | t++; |
|  | printf("frameQ=%d\n",frameQ); |
|  | printf("i=%d t=%d\n",i,t); |
|  | printf("value in frame=%d\n",frame[t]); |
|  | // return 0; |
|  | } |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  | recv(int i ) |
|  | { printf(" |
|  | timer in recvr=%d\n",timer); |
|  | if(timer>0) |
|  | { |
|  | timer++; |
|  | } |
|  | if(timer==3) |
|  | { |
|  | printf(" |
|  | FRAME ARRIVED AT TIME=%d\n",i); |
|  | wait\_for\_ack=0; |
|  | timer=0; |
|  | } |
|  | else |
|  | printf(" |
|  | WAITING FOR FRAME AT TIME %d\n",i); |
|  | // return 0; |
|  |  |
|  | } |