

SENDER:

```
import java.io.*;
import java.net.*;
public class Sender{
    Socket sender;
    ObjectOutputStream out;
    ObjectInputStream in;
    String packet,ack,str, msg;
    int n,i=0,sequence=0;
    Sender(){}
    public void run(){
        try{
            BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
            System.out.println("Waiting for Connection....");
            sender = new Socket("localhost",2004);
            sequence=0;

            out=new ObjectOutputStream(sender.getOutputStream());
            out.flush();
            in=new ObjectInputStream(sender.getInputStream());
            str=(String)in.readObject();
            System.out.println("receiver  > "+str);
            System.out.println("Enter the data to send....");
            packet=br.readLine();
            n=packet.length();
            do{
                try{
                    if(i<n){
                        msg=String.valueOf(sequence);
                        msg=msg.concat(packet.substring(i,i+1));
                    }
                    else if(i==n){
                        msg="end";out.writeObject(msg);break;
                    }
                }
                out.writeObject(msg);

                sequence=(sequence==0)?1:0;
                out.flush();
                System.out.println("data sent>"+msg);
                ack=(String)in.readObject();
                System.out.println("waiting for ack.....\n\n");
                if(ack.equals(String.valueOf(sequence))){
                    i++;
                }
            }
        }
    }
}
```

```

System.out.println("receiver > "+" packet recieved\n\n");
}
else{
System.out.println("Time out resending data....\n\n");
sequence=(sequence==0)?1:0;
}
}catch(Exception e){}
}while(i<n+1);
System.out.println("All data sent. exiting.");
}catch(Exception e){}
finally{
try{
in.close();
out.close();
sender.close();
}
catch(Exception e){}
}
}
public static void main(String args[]){
Sender s=new Sender();
s.run();
}
}

```

RECEIVER:

```

import java.io.*;
import java.net.*;

public class Receiver {
    ServerSocket reciever;
    Socket connection = null;
    ObjectOutputStream out;
    ObjectInputStream in;
    String packet, ack, data = "";
    int i = 0, sequence = 0;

    Receiver() {
    }

    public String receiveData() {
        try {
            BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

```

```

reciever = new ServerSocket(2004, 10);
System.out.println("waiting for connection...");
connection = reciever.accept();
sequence = 0;
System.out.println("Connection established :");
out = new ObjectOutputStream(connection.getOutputStream());
out.flush();
in = new ObjectInputStream(connection.getInputStream());
out.writeObject("connected .");
do {
    try {
        packet = (String) in.readObject();
        if (Integer.valueOf(packet.substring(0, 1)) == sequence) {
            data += packet.substring(1);
            sequence = (sequence == 0) ? 1 : 0;
            System.out.println("\n\nreceiver >" + packet);
        } else {
            System.out.println("\n\nreceiver>" + packet + " duplicate data");
        }
        if (i < 3) {
            out.writeObject(String.valueOf(sequence));
            i++;
        } else {
            out.writeObject(String.valueOf((sequence + 1) % 2));
            i = 0;
        }
    } catch (Exception e) {
    }
} while (!packet.equals("end"));
System.out.println("Data received=" + data);
out.writeObject("connection ended .");
} catch (Exception e) {
} finally {
    try {
        in.close();
        out.close();
        reciever.close();
    } catch (Exception e) {
    }
}
return data;
}

public static void main(String args[]) {

```

```

Receiver s = new Receiver();
while (true) {
    String receivedData = s.receiveData();
    // Do something with receivedData if needed
}
}
}

```

```
D:\>javac Receiver.java
```

```
D:\>java Receiver
```

```
waiting for connection...
Connection established :
```

```
receiver >0h
```

```
receiver >1e
```

```
receiver >0l
```

```
receiver >1l
```

```
receiver>1l    duplicate data
```

```
receiver >0o
Data received=hello
waiting for connection...
|
```

```
D:\>java Sender
```

```
Waiting for Connection....
```

```
receiver > connected .
```

```
Enter the data to send....
```

```
hello
```

```
data sent>0h
```

```
waiting for ack.....
```

```
receiver > packet recieved
```

```
data sent>1e
```

```
waiting for ack.....
```

```
receiver > packet recieved
```

```
data sent>0l
```

```
waiting for ack.....
```

```
receiver > packet recieved
```

```
data sent>1l
```

```
waiting for ack.....
```

SENDER:

```
import java.net.*;
import java.io.*;

public class SlideSender {
    public static void main(String a[]) throws Exception {
        ServerSocket ser = new ServerSocket(10);
        Socket s = ser.accept();
        BufferedReader in = new BufferedReader(new InputStreamReader(System.in));
        BufferedReader in1 = new BufferedReader(new InputStreamReader(s.getInputStream()));
        PrintWriter p = new PrintWriter(s.getOutputStream(), true);
        String sbuff[] = new String[8];
        int sptr = 0, sws = 8, nf, ano, i;
        String ch;
        do {
            System.out.print("Enter the no. of frames : ");
            nf = Integer.parseInt(in.readLine());
            p.println(nf);
            if (nf <= sws - 1) {
                System.out.println("Enter " + nf + " Messages to be sent\n");
                for (i = 0; i < nf; i++) {
                    sbuff[sptr] = in.readLine();
                    p.println(sbuff[sptr]);
                    sptr = ++sptr % 8;
                }
                sws -= nf;
                System.out.print("Acknowledgment received");
                ano = Integer.parseInt(in1.readLine());
                System.out.println(" for " + ano + " frames");
                sws += nf;
            } else {
                System.out.println("The no. of frames exceeds window size");
                break;
            }
            System.out.print("\nDo you want to send some more frames : ");
            ch = in.readLine();
            p.println(ch);
        } while (ch.equalsIgnoreCase("yes"));
        s.close();
    }
}
```

RECEIVER:

```
import java.net.*;
import java.io.*;

class SlideReceiver {
    public static void main(String a[]) throws Exception {
        Socket s = new Socket(InetAddress.getLocalHost(), 10);
        BufferedReader in = new BufferedReader(new InputStreamReader(s.getInputStream()));
        PrintWriter p = new PrintWriter(s.getOutputStream(), true);
        int i = 0, rptr = -1, nf, rws = 8;
        String rbuf[] = new String[8];
        String ch;
        System.out.println();
        do {
            nf = Integer.parseInt(in.readLine());
            if (nf <= rws - 1) {
                for (i = 0; i < nf; i++) {
                    rptr = ++rptr % 8;
                    rbuf[rptr] = in.readLine();
                    System.out.println("The received Frame " + rptr + " is : " + rbuf[rptr]);
                }
                rws -= nf;
                System.out.println("\nAcknowledgment sent\n");
                p.println(rptr + 1);
                rws += nf;
            } else {
                break;
            }
            ch = in.readLine();
        } while (ch.equalsIgnoreCase("yes"));
        s.close();
    }
}
```

```
D:\>javac SlideReceiver.java
```

```
D:\>java SlideReceiver
```

```
The received Frame 0 is : Hello  
The received Frame 1 is : people  
The received Frame 2 is : we  
The received Frame 3 is : are  
The received Frame 4 is : here
```

```
Acknowledgment sent
```

```
D:\>javac SlideSender.java
```

```
D:\>java SlideSender
```

```
Enter the no. of frames : 5
```

```
Enter 5 Messages to be sent
```

```
Hello  
people  
we  
are  
here
```

```
Acknowledgment received for 5 frames
```

```
Do you want to send some more frames : |
```