```c
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>

#define W 5
#define P1 50
#define P2 10

char a[10];
char b[10];
void alpha9(int);

int main()
{
    struct sockaddr_in ser,cli;
    int s,n,sock,i,j,c=1,f;
    unsigned int s1;
    s=socket(AF_INET,SOCK_STREAM,0);
    ser.sin_family=AF_INET;
    ser.sin_port=6500;
    ser.sin_addr.s_addr=inet_addr("127.0.0.1");
    bind(s,(struct sockaddr *) &ser, sizeof(ser));
    listen(s,1);
    n=sizeof(cli);
    sock=accept(s,(struct sockaddr *)&cli, &n);
    printf("\nTCP Connection Established.\n");
    s1=(unsigned int) time(NULL);
    srand(s1);
    strcpy(b,"Time Out ");
    recv(sock,a,sizeof(a),0);
    f=atoi(a);
    while(1)
    {
        for(i=0;i<W;i++)
        {
            recv(sock,a,sizeof(a),0);
            if(strcmp(a,b)==0)
            {
                break;
            }
        }
        i=0;
        while(i<W)
        {
            j=rand()%P1;
            if(j<P2)
            {
                send(sock,b,sizeof(b),0);
                break;
            }
```

```c
            else
            {
                alpha9(c);
                if(c<=(f+1))
                {
                    printf("\nFrame %s Received ",a);
                    send(sock,a,sizeof(a),0);
                }
                else
                {
                    break;
                }
                c++;
            }
            if(c>f)
            {
                break;
            }
            i++;
        }
    }
    close(sock);
    close(s);
    return 0;
}

void alpha9(int z)
{
    int k,i=0,j,g;
    k=z;
    while(k>0)
    {
        i++;
        k=k/10;
    }
    g=i;
    i--;
    while(z>0)
    {
        k=z%10;
        a[i]=k+48;
        i--;
        z=z/10;
    }
    a[g]='\0';
}
```