NAME:SHUBHAM TAKANKHAR

CLASS SY MCA

ROLL NO 54

Simulation of Stop & Wait Sliding Window Protocol

#include<iostream>

using namespace std;

int main()

{

int w,i,f,frames[50];

cout<<"Enter window size: ";

cin>>w;

cout<<"\nEnter number of frames to transmit: ";

cin>>f;

cout<<"\nEnter "<<f<<" frames: ";

for(i=1;i<=f;i++)

cin>>frames[i];

cout<<"\nWith sliding window protocol the frames will be sent in the following manner (assuming no corruption of frames)\n\n";

cout<<"After sending "<<w<<" frames at each stage sender waits for acknowledgement sent by the receiver\n\n";

for(i=1;i<=f;i++)

{

if(i%w==0)

{

cout<<frames[i]<<"\n";

cout<<"Acknowledgement of above frames sent is received by sender\n\n";

}

else

cout<<frames[i]<<" ";

}

if(f%w!=0)

cout<<"\nAcknowledgement of above frames sent is received by sender\n";

return 0;

}

**OUTPUT :**

**Enter window size:** 3

**Enter number of frames to transmit:** 5

**Enter 5 frames:** 12 5 89 4 6

**With sliding window protocol the frames will be sent in the following manner**

**After sending 3 frames at each stage sender waits for acknowledgement sent by the receiver**

**12 5 89  
Acknowledgement of above frames sent is received by sender**

**4 6  
Acknowledgement of above frames sent is received by sender**