Generated by: Java Viewer

```
import java.util.Random;
import java.util.Scanner;
class Sender {
int windowSize;
int totalFrames;
int nextFrameToSend = 0;
int ackReceived = -1;
public Sender(int windowSize, int totalFrames) {
this.windowSize = windowSize;
this.totalFrames = totalFrames:
}
public void sendFrames(Receiver receiver) {
Random random = new Random();
while (ackReceived < totalFrames - 1) {
// Sending frames within the window size
for (int i = nextFrameToSend; i < nextFrameToSend + windowSize && i < totalFrames; i++) {
System.out.println("Sender: Sending frame " + i);
receiver.receiveFrame(i);
}
// Simulate acknowledgment reception at sender
int ackChance = random.nextInt(10); // Randomly deciding if the ack is successful or not
if (ackChance < 8) {
// Assuming acknowledgment is received successfully
ackReceived = receiver.getAck(); // Receive acknowledgment from the receiver
System.out.println("Sender: Acknowledgment received for frame: " + ackReceived);
nextFrameToSend = ackReceived + 1; // Move the window forward
```

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} else {
// Simulate loss or corruption of a frame
System.out.println("Sender: Error detected, retransmitting from frame: " + nextFrameToSend);
}
}
System.out.println("Sender: All frames sent and acknowledged successfully!");
}
}
class Receiver {
int expectedFrame = 0;
int ack = -1;
public void receiveFrame(int frame) {
if (frame == expectedFrame) {
System.out.println("Receiver: Frame " + frame + " received correctly");
ack = expectedFrame;
expectedFrame++;
} else {
System.out.println("Receiver: Frame " + frame + " received out of order, expecting frame " +
expectedFrame);
}
}
public int getAck() {
return ack;
}
}
public class GoBackNARQ {
public static void main(String[] args) {
Scanner scanner = new Scanner(System.in);
// Taking input for window size and number of frames
System.out.print("Enter the window size: ");
int windowSize = scanner.nextInt();
```

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System.out.print("Enter the number of frames to be sent: ");
int totalFrames = scanner.nextInt();

// Create Sender and Receiver objects
Sender sender = new Sender(windowSize, totalFrames);
Receiver receiver = new Receiver();

// Start sending frames
sender.sendFrames(receiver);
scanner.close();
}
}
```