# 10. SLIDING WINDOW PROTOCOL

```
Program:
#include <stdio.h>
#include <stdbool.h>
#include <string.h>
#define WINDOW_SIZE 4
#define MAX_PACKET_LENGTH 100
// Function to simulate sending a packet
void sendPacket(char packet[]) {
  printf("Sending packet: %s\n", packet);
}
// Function to simulate receiving an acknowledgment
void receiveAcknowledgment(char packet[]) {
  printf("Received acknowledgment: %s\n", packet);
}
int main() {
  char senderBuffer[WINDOW_SIZE][MAX_PACKET_LENGTH];
  int base = 0;
  int nextSeqNum = 0;
  bool isWindowFull = false;
  int totalPackets;
  printf("Enter the total number of packets to send: ");
```

scanf("%d", &totalPackets);

```
getchar(); // To consume the newline character after the integer input
printf("Sliding Window Protocol Simulation\n");
while (base < totalPackets) {
  // Send packets if the window is not full
  while (nextSeqNum < base + WINDOW_SIZE && nextSeqNum < totalPackets) {
    char packet[MAX_PACKET_LENGTH];
    printf("Enter packet %d: ", nextSeqNum);
    fgets(packet, sizeof(packet), stdin);
    packet[strcspn(packet, "\n")] = '\0'; // Remove trailing newline character
    sendPacket(packet);
    strcpy(senderBuffer[nextSeqNum % WINDOW_SIZE], packet);
    nextSeqNum++;
  }
  // Simulate receiving an acknowledgment automatically
  if (base < totalPackets) {</pre>
    receiveAcknowledgment(senderBuffer[base % WINDOW_SIZE]);
    base++;
    printf("Acknowledgment accepted.\n");
  }
}
return 0;
```

}

## **OUTPUT:** (input should be given by user)

```
Enter the total number of packets to send: 2
Sliding Window Protocol Simulation
Enter packet 0: hi
Sending packet: hi
Enter packet 1: hello
Sending packet: hello
Received acknowledgment: hi
Acknowledgment accepted.
Received acknowledgment: hello
Acknowledgment accepted.

Process returned 0 (0x0) execution time: 6.337 s
Press any key to continue.
```

## 9. SIMULATION OF ERROR CORRECTION CODE - CRC

# **Program:**

```
#include<string.h>
#include<string.h>

// Function to perform CRC error detection
void crcErrorDetection(char data[], char divisor[]) {
  int dataLength = strlen(data);
  int divisorLength = strlen(divisor);

// Append zeros to the data
for (int i = 0; i < divisorLength - 1; i++) {
    data[dataLength + i] = '0';
}

data[dataLength + divisorLength - 1] = '\0';

// Perform division
for (int i = 0; i < dataLength; i++) {
    if (data[i] == '1') {
        // XOR the divisor with the current data</pre>
```

```
for (int j = 0; j < divisorLength; j++) {
         data[i + j] = (data[i + j] == divisor[j]) ? '0' : '1';
       }
    }
  }
  // Check if an error exists
  int error = 0;
  for (int i = dataLength; i < dataLength + divisorLength - 1; i++) {
    if (data[i] == '1') {
       error = 1;
       break;
    }
  }
  // Print the results
  printf("Data: %s\n", data);
  printf("Divisor: %s\n", divisor);
  if (error) {
    printf("Error detected: An error exists in the data.\n");
  } else {
    printf("No error detected: The data is error-free.\n");
  }
int main() {
  char data[100];
  char divisor[100];
  printf("Enter the data: ");
  scanf("%s", data);
```

}

```
printf("Enter the divisor: ");
scanf("%s", divisor);

crcErrorDetection(data, divisor);
return 0;
}
```

#### **OUTPUT:**

With error:

```
Enter the data: 1010101
Enter the divisor: 1101101
Data: 0000000010010
Divisor: 1101101
Error detected: An error exists in the data.

Process returned 0 (0x0) execution time: 5.531 s
Press any key to continue.
```

#### Without error:

```
Enter the data: 10001
Enter the divisor: 101
Data: 0000000
Divisor: 101
No error detected: The data is error-free.

Process returned 0 (0x0) execution time : 13.581 s
Press any key to continue.
```

# **7.DISTANCE VECTOR ROUTING**

```
Program:
#include <stdio.h>
#include <stdbool.h>
#define INFINITY 9999
#define MAX_NODES 10
int distanceMatrix[MAX_NODES][MAX_NODES];
int nextHop[MAX_NODES][MAX_NODES];
int numNodes;
void initialize(int num) {
  numNodes = num;
  int i, j;
  for (i = 0; i < numNodes; i++) {
    for (j = 0; j < numNodes; j++) {
      if (i == j) {
        distanceMatrix[i][j] = 0;
        nextHop[i][j] = i;
      } else {
        distanceMatrix[i][j] = INFINITY;
        nextHop[i][j] = -1;
      }
    }
  }
```

}

```
void addLink(int source, int destination, int cost) {
  distanceMatrix[source][destination] = cost;
  distanceMatrix[destination][source] = cost;
  nextHop[source][destination] = destination;
  nextHop[destination][source] = source;
}
void distanceVectorRouting() {
  int i, j, k;
  for (k = 0; k < numNodes; k++) {
    for (i = 0; i < numNodes; i++) {
      for (j = 0; j < numNodes; j++) {
         if (distanceMatrix[i][j] > distanceMatrix[i][k] + distanceMatrix[k][j]) {
           distanceMatrix[i][j] = distanceMatrix[i][k] + distanceMatrix[k][j];
           nextHop[i][j] = nextHop[i][k];
        }
      }
    }
  }
}
void printRoutingTable() {
  printf("Routing Table:\n");
  printf("-----\n");
  printf("Source\tDestination\tCost\tNext Hop\n");
  printf("-----\n");
  for (int i = 0; i < numNodes; i++) {
    for (int j = 0; j < numNodes; j++) {
      printf("%d\t%d\t\d\n", i, j, distanceMatrix[i][j], nextHop[i][j]);
```

```
}
  }
  printf("----\n");
}
int main() {
  int num;
  printf("Enter the number of nodes: ");
  scanf("%d", &num);
  initialize(num);
  int numLinks;
  printf("Enter the number of links: ");
  scanf("%d", &numLinks);
  printf("Enter the links (source, destination, cost):\n");
  for (int i = 0; i < numLinks; i++) {
    int source, destination, cost;
    scanf("%d %d %d", &source, &destination, &cost);
    addLink(source, destination, cost);
  }
  distanceVectorRouting();
  printRoutingTable();
  return 0;
}
```

## **OUTPUT:**

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Enter the number of nodes: 4			
Enter the number of links: 5			
Enter the links (source, destination, cost):			
0 1 2			
θ 2 4			
1 2 1			
1 3 7			
2 3 3			
Routing Table:			
Source	Destination	Cost	Next Hop
Θ	Θ	Θ	Θ
Θ	1	2	1
Θ	2	3	1
Θ	3	6	1
1	Θ	2	Θ
1	1	Θ	1
1	2	1	2
1	3	4	2
2	Θ	3	1
2	1	1	1
2	2	Θ	2
2	3	3	3
3	Θ	6	2
3	1	4	2
3	2	3	2
3	3	Θ	3