

keerthanamurugan06 / 2a_Stop_and_Wait_Protocol

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Public repository · Forked from [NaliniG007/2a_Stop_and_Wait_Protocol](#)

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This branch is 2 commits ahead of NaliniG007/2a_Stop_and_Wait_Protocol:main.

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README

2a_Stop_and_Wait_Protocol

AIM

To write a python program to perform stop and wait protocol

ALGORITHM

1. Start the program.
2. Get the frame size from the user
3. To create the frame based on the user request.
4. To send frames to server from the client side.
5. If your frames reach the server it will send ACK signal to client
6. Stop the Program

PROGRAM

client.py

```
import socket
import time

client = socket.socket()
client.connect(('localhost', 8000))
client.settimeout(5)

while True:
    msg = input("Enter a message (or type 'exit' to quit): ")

    client.send(msg.encode())

    if msg.lower() == 'exit':
        print("Connection closed by client")
        client.close()
        break

    try:
        ack = client.recv(1024).decode()
        if ack == "ACK":
            print(f"Server acknowledged: {ack}")
    except socket.timeout:
        print("No ACK received, retransmitting...")
        continue
```

server.py



```
import socket
server = socket.socket()
server.bind(('localhost', 8000))
server.listen(1)
print("Server is listening...")
conn, addr = server.accept()
print(f"Connected with {addr}")

while True:
    data = conn.recv(1024).decode()

    if data:
        print(f"Received: {data}")
        conn.send("ACK".encode())

    if data.lower() == 'exit':
        print("Connection closed by client")
        conn.close()
        break
```

OUTPUT

```

File Edit Selection View Go Run Terminal Help ↻ → Q 2a
EXPLORER ... client.py server.py
2A client.py server.py
1 import socket
2 server = socket.socket()
3 server.bind(('localhost', 8000))
4 server.listen(1)
5 print("Server is listening...")
6 conn, addr = server.accept()
7 print(f"Connected with {addr}")
8
9 while True:
10     data = conn.recv(1024).decode()
11
12     if data:
13         print(f"Received: {data}")
14         conn.send("ACK".encode())
15
16     if data.lower() == 'exit':
17         print("Connection closed by client")
18         conn.close()
19         break

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

- PS C:\Users\acer\Desktop\2a> python server.py

Server is listening...

Connected with ('127.0.0.1', 57700)

Received: Hello

Received: How are you?

Received: fine.

Received: exit

Connection closed by client

OUTLINE TIMELINE

```

File Edit Selection View Go Run Terminal Help ...
EXPLORER ... client.py server.py
2A client.py server.py
1 import socket
2 import time
3
4 client = socket.socket()
5 client.connect(('localhost', 8000))
6 client.settimeout(5)
7
8 while True:
9     msg = input("Enter a message (or type 'exit' to quit): ")
10
11     client.send(msg.encode())
12
13     if msg.lower() == 'exit':
14         print("Connection closed by client")
15         client.close()
16         break
17
18     try:
19         ack = client.recv(1024).decode()
20         if ack == "ACK":
21             print("Server acknowledged: {ack}")
22     except socket.timeout:
23         print("No ACK received, retransmitting...")
24         continue

```

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