**STOP AND WAIT**

CLIENT

import java.io.\*;

import java.net.\*;

public class GossipClient

{

public static void main(String[] args) throws Exception

{

Socket sock = new Socket("127.0.0.1", 3000);

// reading from keyboard (keyRead object)

InputStreamReader in=new InputStreamReader(System.in);

BufferedReader keyRead=new BufferedReader(in);

//BufferedReader keyRead = new BufferedReader(new InputStreamReader(System.in));

// sending to SERVER (pwrite object)

OutputStream ostream = sock.getOutputStream();

PrintWriter pwrite = new PrintWriter(ostream, true);

// receiving from CLIENT ( receiveRead object)

InputStream istream = sock.getInputStream();

BufferedReader receiveRead = new BufferedReader(new InputStreamReader(istream));

System.out.println("Start the chitchat, type and press Enter key");

while(true)

{

String receiveMessage, sendMessage;

sendMessage = keyRead.readLine(); // keyboard reading

pwrite.println(sendMessage); // sending to server;

pwrite.flush();

if((receiveMessage = receiveRead.readLine()) != null) //receive from server

{

System.out.println(receiveMessage); // displaying at DOS prompt

if(receiveMessage.equals("No response"))

{ System.out.println("Resending frame");

}

if(!(receiveMessage.equals("1ACK") || receiveMessage.equals("0ACK")) )

{ System.out.println("Resending frame");

}

}

}

}

}

SERVER

import java.io.\*;

import java.net.\*;

public class GossipServer

{

public static void main(String[] args) throws Exception

{

ServerSocket sersock = new ServerSocket(3000);

System.out.println("Server ready for chatting");

Socket sock = sersock.accept( );

// reading from keyboard (keyRead object)

InputStreamReader in=new InputStreamReader(System.in);

BufferedReader keyRead=new BufferedReader(in);//BufferedReader keyRead = new BufferedReader(new InputStreamReader(System.in));

// sending ,,,,,,,,,,to client (pwrite object)

OutputStream ostream = sock.getOutputStream();

PrintWriter pwrite = new PrintWriter(ostream, true);

// receiving from client ( receiveRead object)

InputStream istream = sock.getInputStream();

BufferedReader receiveRead = new BufferedReader(new InputStreamReader(istream));

String receiveMessage, sendMessage;

while(true)

{

if((receiveMessage = receiveRead.readLine()) != null)

{ if(receiveMessage.equals("0Success"))

{

pwrite.println("1ACK");

System.out.println("Received 0Success,Sending 1ACK");

}

else if(receiveMessage.equals("0SuccessA") || receiveMessage.equals("1SuccessA"))

{

pwrite.println("No Response");

System.out.println("Received "+receiveMessage +",Sending Message "+"ACK");

}

else if(receiveMessage.equals("1Success"))

{

pwrite.println("0ACK");

System.out.println("Received 1Success,Sending 0ACK");

}

else if(receiveMessage.equals("1Lost"))

pwrite.println("Resend Frame");

else if(receiveMessage.equals("0Lost"))

pwrite.println("Resend Frame");

else pwrite.println("No response! Time out");

}

pwrite.flush();

}

}

}