# **Computer Networks Lab**

### **Experiment-3:**

Write a Program to implement data link layer farming method checksum.

### **Description:**

A **checksum** is a simple error-detection method used in the data link and transport layers of networks. It helps ensure data integrity during transmission by:

- Summing up data values
- Sending that sum (or a complement of it) along with the data
- The receiver recomputes the checksum and compares it to the received one to check for errors
- The % 256 keeps the checksum in the range of a single byte (0–255).
- This is a simplified version suitable for learning and demonstrating basic concepts.

#### Code:

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

// Function prototype

void receiver(char data[], int received_checksum);

// Function to calculate checksum

int calculate_checksum(char data[]) {
  int sum = 0;
  for (int i = 0; data[i] != '\0'; i++) {
    sum += data[i];
}
```

```
}
  return sum % 256;
}
// Sender function
void sender(char data[]) {
  int checksum = calculate_checksum(data);
  printf("\nSender:\n");
  printf("Data: %s\n", data);
  printf("Checksum: %d\n", checksum);
 // Call receiver
  receiver(data, checksum);
}
// Receiver function
void receiver(char data[], int received_checksum) {
  int calc_checksum = calculate_checksum(data);
  printf("\nReceiver:\n");
  printf("Received Data: %s\n", data);
  printf("Received Checksum: %d\n", received_checksum);
  if (calc_checksum == received_checksum) {
   printf("Data is valid. No error.\n");
 } else {
   printf("Checksum mismatch! Data corrupted.\n");
 }
```

```
}
int main() {
  char data[100];
  printf("Enter data to send: ");
  fgets(data, sizeof(data), stdin);
  // Remove newline
  data[strcspn(data, "\n")] = 0;
  sender(data);
  return 0;
}
Output:
Enter data to send: hello
Sender:
Data: hello
Checksum: 20
Receiver:
Received Data: hello
Received Checksum: 20
```

Data is valid. No error.

Example: "hello"

## Let's break it down:

# **Character ASCII Value**

h 104

e 101

l 108

l 108

o 111

Checksum = 532 % 256 = 20