# Experiment 5: ARQ Mechanisms in DLL

**Aim:** To implement receiver algorithms for the different ARQ mechanisms at the Data Link Layer

**Objective:** After carrying out this experiment, students will be able to:

* implement receiver algorithms for the different ARQ mechanisms at the Data Link Layer
* Analyze the differences between the ARQ mechanisms

**Problem statement:** You are required to write a program that can receive frames at the data link layer. Assume that the user is entering the frames as the transmitter. You are required to implement stop and wait, go back N and selective repeat ARQ mechanisms. Consider that you have to transmit and receive a total of 20 frames using WT=WR=1, WT=5 and WR=1 and WT=WR=5 for stop and wait, go back N and selective repeat respectively

**Analysis:** While analyzing your program, you are required to address the following points:

* Difference between stop and wait, go back N and selective repeat.
* Comparison of the disadvantages of the different ARQ mechanisms.

**MARKS DISTRIBUTION**

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| **Component** | **Maximum Marks** | **Marks Obtained** |
| Preparation of Document | 7 |  |
| Results | 7 |  |
| Viva | 6 |  |
| **Total** | **20** |  |

Submitted by:

Register No:

1. Algorithm/Flowchart
2. Program
3. Results
4. Analysis and Discussions
5. Conclusions
6. Comments
   1. Limitations of the experiment
   2. Limitations of the results obtained
   3. Learning
   4. Recommendations