

Simulate Go-Back-N Protocol

Create sender and receiver programs which can communicate with each other using Go-Back-N protocol.

In the sender program:

Take Window size (w), timeout (t) and the number of packets to be sent (n) as an input from user.

At the receiver side:

To simulate the packet losses, randomly skip some packets.

Note:

Make sure to use sockets so that remote communication between the two sides can be established.

Submission format:

Zip both the programs and submit as <rollno1_rollno2>.zip