Experiment 8

AIM: Write a Program to implement Stop and Wait Protocol.

The Stop and Wait Protocol can be simulated without actual network sockets to demonstrate the core logic. This simulation involves a sender and a receiver, where the sender transmits a frame and waits for an acknowledgment (ACK) before sending the next.

PROGRAM:

```
#include<stdio.h>

#include<unistd.h>

#include<stdlib.h>

#include <time.h>

int main()

{

int n,i,wait;

printf("Read number of frames you want send:");

scanf("%d",&n);

for(i=1;i<=n;i++)

{

printf("\nframe %d send",i);

wait=rand()%8;

sleep(5);

if(wait>5)

{

i=i-1;

 continue;

}

else

printf("\nAck received for frame %d",i);

}

}
```

OUTPUT:

```
Read number of frames you want send:3

frame 1 send
frame 1 send
frame 1 send
Ack received for frame 1
frame 2 send
Ack received for frame 2
frame 3 send
Ack received for frame 3

=== Code Execution Successful ===
```