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| **Experiment No: 8** | |
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| **Date of**  **Performance** |  |
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| **Title** | Write a program to perform sliding window protocol for Go Back N ARQ |
| **Theory (short)** | The code implements a basic **sliding window protocol**, used in network communication for reliable data transmission. It simulates the transmission of a set of frames (data packets) in batches based on a specified window size. After sending the frames, the program waits for an acknowledgment from the receiver. If the acknowledgment indicates missing frames, the sender re-transmits starting from the last acknowledged frame, ensuring reliable delivery of all frames within the window. |
| **Program** | #include<stdio.h>  int main()  {      int windowsize, sent = 0, ack, i;      printf("Enter window size\\n");      scanf("%d", &windowsize);        while(1)      {          for(i = 0; i < windowsize; i++)          {              printf("Frame %d has been transmitted. \\n", sent);              sent++;              if(sent == windowsize)                  break;          }            printf("\\nPlease enter the last Acknowledgement received. \\n");          scanf("%d", &ack);            if(ack == windowsize)              break;          else              sent = ack;      }      return 0;  } |

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| **Output**  **Screenshots** |  |