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Experiment: Implementation of GBN ARQ protocol using Java

Server.java

```
import java.net.*;
import java.io.*;
import java.util.*;
public class Server
public static void main(String args[]) throws Exception
ServerSocket server=new ServerSocket(6262);
System.out.println("Server established.");
Socket client=server.accept();
ObjectOutputStream oos=new ObjectOutputStream(client.getOutputStream());
ObjectInputStream ois=new ObjectInputStream(client.getInputStream());
System.out.println("Client is now connected.");
int x=(Integer)ois.readObject();
int k=(Integer)ois.readObject();
int j=0;
int i=(Integer)ois.readObject();
boolean flag=true;
Random r=new Random(6);
int mod=r.nextInt(6);
while(mod==1||mod==0)
mod=r.nextInt(6);
while(true)
{
int c=k;
for(int h=0;h<=x;h++)
System.out.print("|"+c+"|");
c=(c+1)%x;
System.out.println();
System.out.println();
if(k==j)
{
System.out.println("Frame "+k+" recieved"+"\n"+"Data:"+j);
System.out.println();
}
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```
else
System.out.println("Frames recieved not in correct order"+"\n"+" Expected frame:" + j
+"\n"+ " Recieved frame no :"+ k);
System.out.println();
if(j%mod==0 && flag)
System.out.println("Error found. Acknowledgement not sent. ");
flag=!flag;
j--;
}
else if(k==j-1)
oos.writeObject(k);
System.out.println("Acknowledgement sent");
System.out.println();
if(j\%mod==0)
flag=!flag;
k=(Integer)ois.readObject();
if(k==-1)
break;
i=(Integer)ois.readObject();
System.out.println("Client finished sending data. Exiting");
oos.writeObject(-1);
}
Client.java
import java.util.*;
import java.net.*;
import java.io.*;
public class Client
public static void main(String args[]) throws Exception
BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
System.out.print("Enter the value of m:");
int m=Integer.parseInt(br.readLine());
int x=(int)((Math.pow(2,m))-1);
System.out.print("Enter no. of frames to be sent:");
int count=Integer.parseInt(br.readLine());
int data[]=new int[count];
int h=0;
for(int i=0;i<count;i++)</pre>
System.out.print("Enter data for frame no " +h+ " => ");
```

```
data[i]=Integer.parseInt(br.readLine());
h=(h+1)%x;
}
Socket client=new Socket("localhost",6262);
ObjectInputStream ois=new ObjectInputStream(client.getInputStream());
ObjectOutputStream oos=new ObjectOutputStream(client.getOutputStream());
System.out.println("Connected with server.");
boolean flag=false;
GoBackNListener listener=new GoBackNListener(ois,x);
listener=new GoBackNListener(ois,x);
listener.t.start();
int strt=0;
h=0;
oos.writeObject(x);
do
{
int c=h;
for(int i=h;i<count;i++)</pre>
{
System.out.print("|"+c+"|");
c=(c+1)%x;
}
System.out.println();
System.out.println();
h=strt;
for(int i=strt;i<x;i++)</pre>
{
System.out.println("Sending frame:"+h);
h=(h+1)%x;
System.out.println();
oos.writeObject(i);
oos.writeObject(data[i]);
Thread.sleep(100);
}
listener.t.join(3500);
if(listener.reply!=x-1)
System.out.println("No reply from server in 3.5 seconds. Resending data from frame no " +
(listener.reply+1));
System.out.println();
strt=listener.reply+1;
flag=false;
}
else
System.out.println("All elements sent successfully. Exiting");
flag=true;
}
```

```
}while(!flag);
oos.writeObject(-1);
}
}
class GoBackNListener implements Runnable
{
Thread t;
ObjectInputStream ois;
int reply,x;
GoBackNListener(ObjectInputStream o,int i)
t=new Thread(this);
ois=o;
reply=-2;
x=i;
}
@Override
public void run() {
tгу
int temp=0;
while(reply!=-1)
reply=(Integer)ois.readObject();
if(reply!=-1 && reply!=temp+1)
reply=temp;
if(reply!=-1)
temp=reply;
System.out.println("Acknowledgement of frame no " + (reply%x) + " recieved.");
System.out.println();
}
reply=temp;
catch(Exception e)
System.out.println("Exception => " + e);
}
}
}
```

OUTPUT:

Server Output:

Client Output: