

Assignment 2: CS3205 - Computer Networks

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This file consists of instructions to run the program to simulate the Go-Back-N Protocol (on UDP Packets) for both the sender and receiver side. On a terminal, run the following commands:

1. SenderGBN:

Do:

```
$> make sender
```

```
$> java SenderGBN -p 12345 -l 512 -r 50 -n 400 -w 3 -b 10
```

2. ReceiverGBN:

Do:

```
$> make receiver
```

```
$> java ReceiverGBN -d -p 12345 -n 400 -e 0.0001
```

Make sure that the `-n` and `-p` flags are the same in the Sender and the Receiver. The complete description of flags is given below:

- `-d` : toggle debug mode
- `-s \` : Receiver Name/IP address
- `-p \` : Receiver Port
- `-l \` : Packet length
- `-r \` : Packet generation rate
- `-n \` : Max packets
- `-w \` : Window size
- `-b \` : Max Buffer Size
- `-e \` : Max drop probability