## Sliding windows protocol works as follows:

- 1. Sender sends a fixed number of frames without acknowledgments.
- 2. Each frame is labelled with a sequence number.
- 3. On getting acknowledgments from the receiver.
- 4. Sender sends more frames.
- 5. Each acknowledgement is labelled with a respective frames sequence number.

## **Precautions:**

There should not be duplicate sequence numbers.

## Example of Sliding window protocol;

Window size is 7.

Sender can transmit 7 frames without acknowledgement.

Frame no. 1,2,3,4,5,6,7.

1 2 3 4 6 7 8 9 10 11
-----------------------

Now sender transmit 4 frames and received an acknowledgment that thefirst 3 frames are successfully received.

	1	2	3	4	6	7	8	9	10	11
- 1										

The window will slide forward by three frames.

1	2	3	4	5	6	7	8	9	10

Now sender will cover next 7 frames.

Frame no. 4,5,6,7,8,9,10.

Which looks like windows is sliding from left to right.

## **Related Posts:**

- 1. What is computer network
- 2. Data Link Layer
- 3. Framing
- 4. Byte count framing method
- 5. Flag bytes with byte stuffing framing method
- 6. Flag bits with bit stuffing framing method
- 7. Physical layer coding violations framing method
- 8. Error Control in Data link layer
- 9. Stop and Wait
- 10. One bit sliding window protocol
- 11. A Protocol Using Go-Back-N
- 12. Selective repeat protocol
- 13. Net 10
- 14. Net 9
- 15. Net 47
- 16. Net 43

- 17. OSI vs TCP/IP
- 18. TCP/IP Reference Model
- 19. OSI Reference Model
- 20. Computer Networks Introduction
- 21. Types of Computer Networks
- 22. Network Architectures
- 23. Computer Network Topologies
- 24. LAN and WAN Protocols
- 25. Network Address
- 26. IP Addresses
- 27. Class Full Addressing
- 28. Networking Media
- 29. Networking Devices
- 30. Structured cabling
- 31. Types of connectivities in Computer Networks
- 32. Introduction to Network Operating System(NOS)
- 33. ARP/RARP
- 34. Cooperative Caching