- 1. A transmitter transmits the frame.
- 2. Transmitter wait for the acknowledgement for fixed period of time.
- 3. On receiving valid frame, receiver send back an acknowledgement for next frame.
- 4. On receiving acknowledgement transmitter transmit next frame.
- 5. If sender not received any acknowledgement within time duration it re-transmit the same frame.
- 6. The rate of transmission depends on the processing power of the receiver.

Example of Stop and Wait protocol

| Frame Sender | Frame Receiver |
|-------------------------|--------------------------------|
| Frame(0) transmitted | Acknowledgement Frame(1) |
| Frame(1) transmitted | Acknowledgement Frame(2) |
| Frame(2) transmitted | No Acknowledgement within time |
| Frame(2) re-transmitted | Acknowledgement Frame(3) |

This method is ineffective when the size of the frame is large.

What if the size of the frame is large?

- 1. The transmitter divides large messages into smaller frames.
- 2. Then transmit these smaller frames.

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. Sliding Window Protocol
- 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