

In previous article we have discussed about sliding window protocol. One bit sliding window protocol is based on the concept of sliding window protocol. But here the window size is of 1 bit.

1. One bit sliding window protocol is used for delivery of data frames.
2. Sender has sending window.
3. Receiver has receiving window.
4. Sending and receiving windows act as buffer storage.
5. Here size of windows size is 1.
6. One bit sliding window protocol uses Stop and Wait.
7. Sender transmit a frame with sequence number.
8. Than sender wait for acknowledgment from the receiver.
9. Receiver send back an acknowledgement with sequence number.
10. If sequence number of acknowledgement matches with sequence number of frame.
11. Sender transmit the next frame.
12. Else sender re-transmit the previous frame.
13. Its bidirectional protocol.

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. 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