

In previous article we studied about sliding window protocol.

1. Selective repeat protocol is based on sliding window protocol.
2. It is also called Selective Repeat ARQ (Automatic Repeat reQuest).
3. Here, only the erroneous or lost frames are re-transmitted.
4. Here, window size of sender and receiver are equal.
5. Window size is half of maximum sequence number.
6. If maximum sequence numbers are 8.
7. Than sender having window size of 4 and receiver having window size of 4.
8. Window size is greater than one else it will become stop and wait.
9. Sender transmit multiple frames to the receiver.
10. Number of frames transmitted depends on window size.
11. Now sender wait for the acknowledgement.
12. Receiver stores valid frames in receivers window.
13. It sends the sequence numbers of the erroneous and missing frame to the sender along with acknowledgement.
14. Sender re-transmits the frames whose sequence number is given by the acknowledgements.
15. Sender then continues sending the other 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. Stop and Wait
10. Sliding Window Protocol
11. One bit sliding window protocol
12. A Protocol Using Go-Back-N
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