

In previous article we have discussed about one bit sliding window protocol which is based on the concept of sliding window protocol.

In one bit sliding window protocol the window size is of 1 bit.

But in Go-Back-N protocol, senders window size is of N and receivers window size is of 1.

1. It is a data link layer protocol.
2. It uses sliding window method.
3. It transmits multiple frames before receiving the acknowledgment for the first frame.
4. There are finite number of frames.
5. The number of frames are depends on the size of sending window.
6. Frames are sequentially numbered.
7. Sender wait for each frames acknowledgement.
8. The is a fixed waiting time period for the acknowledgement to received.
9. Acknowledgements sequence number matches with frames sequence number.
10. If an acknowledgement of a frame not received, sender re-transmit all frames from that sequence number for which acknowledgement is mission.

Example of Go-Back-N

1. Sending window size is 5.
2. If frame sequence numbers is 0,1,2,3,4.
3. Than acknowledgments sequence numbers will be 0,1,2,3,4.

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. 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