

# Sharing of Data on DOS machines

- Transfer data from machine A to machine B:
  - DOS machines connected by a serial line.
  - machine A: copy file to the com1 port
  - machine B: copy com1 to file.

# Sharing of Data on DOS machines

- Issues:
  - Synchronisation
    - if sender is faster than receiver
  - Error on the line
    - require error checking

# A Solution

- Solution (a):
  - Synchronisation: interrupt driven
  - Error: check sum, CRC, parity
  - Overflow: flow control
    - sender sends data at the rate at which receiver is ready accept.

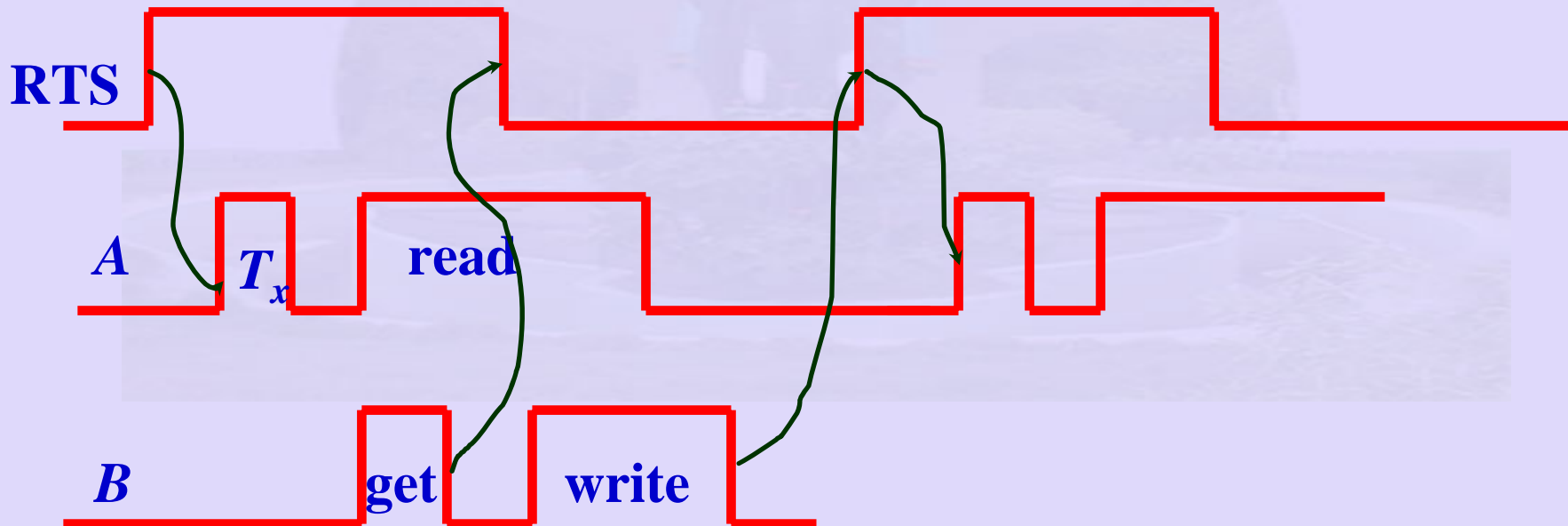
# Another Solution

- Use RTS (Request To Send) from B  $\rightarrow$  A
- At A:
  - clear RTS
  - open (file)
  - while not eof(file) do
    - read a byte
    - wait until RTS is high
    - send a byte
  - endwhile
  - send eof
  - close(file)

# Another Solution (contd)

- At B:
  - open(file)
  - repeat
    - set RTS
    - get a byte
    - clear RTS
    - write byte to file
  - until eof
  - close(file)

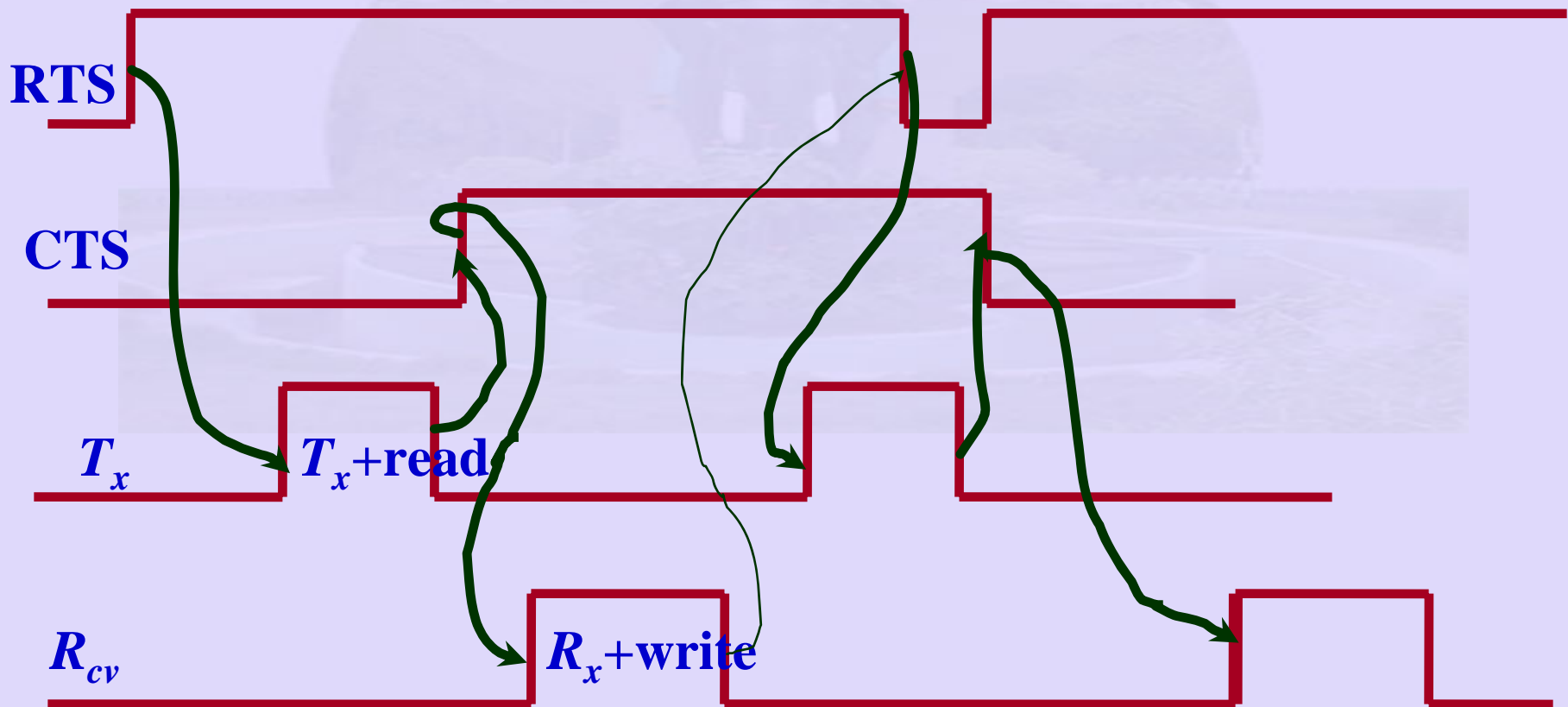
# Data Flow Diagram using RTS



# Issues

- If read at A is faster than get at B
  - read at A is completed before RTS is reset by B.
  - A will transmit another byte.
  - B will be swamped by A.
- One more signal is required:
  - RTS alone is not sufficient.
  - CTS (Clear To Send) A → B
  - RTS (Request To Send) B → A

# Data Flow Diagram using RTS and CTS





# The Algorithm

- At A:
  - clear CTS
  - open(file)
  - wait for RTS to go High
  - while not eof(file) do
    - read byte
    - send byte
    - toggle CTS
    - wait for RTS toggle
  - endwhile
  - wait for RTS toggle
  - send eof

# The Algorithm

- At B:
  - open(file)
  - set RTS
  - while not eof(file)
    - read byte
    - write to file
    - toggle RTS
  - endwhile

# Error Control

- At A:
  - Read file
  - compute Checksum
  - repeat
    - send file
    - send Checksum
    - check wires
    - wait for ack
    - get ack
  - until ack
  - send finish

# Error Control

- At B:
  - open(file)
  - while not (finish) do
    - get file
    - get checksum from A
    - compute Checksum from file received
    - compare the two
    - if same then send send acknowledgement
  - endwhile