

We had seen in previous article framing, that to send packets from sender to the receiver framing is required. But the question was how the receiver will identify the starting and ending of a frame. For receiver, starting and ending of a frame is necessary to recognize the next frames transmitted by the sender.

So in this case Flag bits with bit stuffing framing method will support.

1. In this method bit stuffing is used.
2. When sender's data link layer encounters five consecutive 1's in the data, it automatically stuffs a 0 bit.
3. At receiver end this stuffed 0 bit automatically deleted. As shown in the figure below.

Flag bits with bit stuffing framing method

0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 0

Original data

0 1 1 0 1 1 1 1 1 0 1 1 1 1 1 0 1 1 1 1 1 0 1 0 0 1 0

Data with stuffed bits

0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 0

The data as they are stored in the receiver's memory after deleting stuffed bits

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