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 Physical layer coding violations framing method will support.

- 1. In this method some reserved signals are used to indicate the start and end of frames.
- 2. As they are reserved signals, it is easy to find the start and end of frames.
- 3. Here we are using "coding violations" by putting reserved signals in original data.

## **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. Error Control in Data link layer
- 8. Stop and Wait
- 9. Sliding Window Protocol
- 10. One bit 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