

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 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

---

### 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. Physical layer coding violations 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