

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