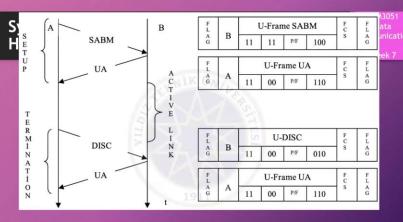
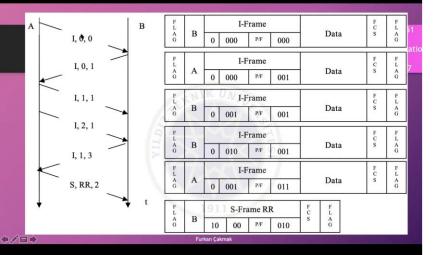
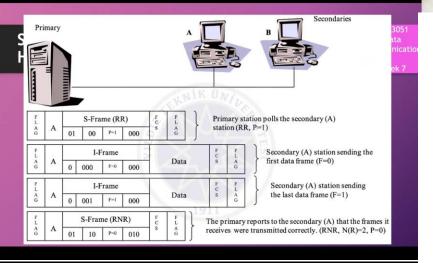
Synchronous Protocols - Bit Oriented HDLC Mechanism

- - One of the sides must install the link
 in order to be able to exchange data sequentially
 - control information required for error control must be transferred
 - One of the sides terminates the connection





$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	g D51 a icatio
S,RNR,4,F A B S A	a icatio
	× 7
S,RR,0,P	
A A 10 00 P=1 100 S A	
S,RNR,4,F F S-Frame RNR F C L	
A B 10 10 F=1 100 S A G	
S,RR,0,P	
S, RR, 4,F $\begin{bmatrix} F \\ L \end{bmatrix}$ S-Frame RR $\begin{bmatrix} F \\ C \end{bmatrix}$ $\begin{bmatrix} F \\ L \end{bmatrix}$	
I, 4, 0	
F I-Frame F C	F L
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	A G

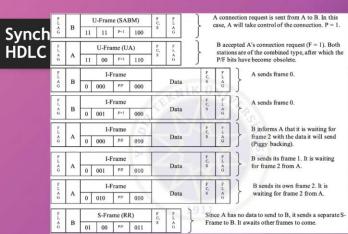


Synchronous Protocols - Bit Oriented HDLC Mechanism - Multi-Point

BLM3051

ne to

F L A G	В	S-F1	rame (R1	NR)	F C S	F L A G	Primary selects station B by sending S-Frame to send data.
F L A G	В	S-F	rame (R	.R)	F F L		Station B informs the primary that it is ready to
		01 00) F=1	000	S	A G	receive data $(F = 1)$.
F L A G	В	I-Frame				Primary starts sending data to B station. P/F bit is 0 (not	
		0 000	P/F	000		Data	s A G Station. F/F bit is 0 (not used).
F L A G	В	S-F	rame (R	.R)	F C S	F F L	Station B has received the frame from the primary
		01 00) F=1	001		S A G	and is waiting for frame 1. F = 1, because it has no data to send by itself.



LAN - Local Area Networks

BLM305

- Basic models:
 Ethernet IEEE 802
 Token Bus IEEE 802
 Token Ring IEEE 802
 FDDI/CDDI (Fiber/Copper Distributed Data Interface) ANSI
 WLAN (Wireless LAN) IEEE 802

 Data Link Layer is consist of HDLC

 3 types of Media Access:
 Fixed Based
 TDMA, FDMA veya CDMA (Time/Frequency/Code Division Multiple Access)
 Contention Based
 Aloha, CMSA
 Token/Reservation Based
 Token Ring

