

# Data Communication and Computer Network BLM3051

Dr. Öğr. Üyesi Furkan ÇAKMAK



# Lecture Information Form - Weekly Subjects

| Hafta | Tarih      | Konular   |
|-------|------------|---|
| 1     | 20.02.2024 | Introduction to Data Communication Standards Used on Data Communication, Architectural models             |
| 2     | 27.02.2024 | OSI Reference Model , Layers and Their Functions, Signaling and Signal Encoding                           |
| 3     | 05.03.2024 | Parallel and Serial Transmission, Communication Media and Their Technical Specs., Multiplexing (TDM, FDM) |
| 4     | 12.03.2024 | Error Detection and Error Correction Techniques, Data Link Control Techniques, Flow Control               |
| 5     | 19.03.2024 | Asynchronous and Synchronous Data Link Protocols (BSC, HDLC)  |
| 6     | 26.03.2024 | LAN Technologies Continued, IEEE 802.4, 802.5, 802.11   |
| 7     | 02.04.2024 | Connectionless and Connection Oriented Services, Switching  |
| 8     | 09.04.2024 | Tatil - Ramazan Bayramı Arifesi   |
| 9     | 16.04.2024 | 1. Ara Sınav  |
| 10    | 23.04.2024 | Tatil - 23 Nisan Ulusal Egemenlik ve Çocuk Bayramı  |
| 11    | 30.04.2024 | Static and Dynamic Routing, Congestion in the Network Layer, Its Causes and Solutions                     |
| 12    | 07.05.2024 | IP (Internetworking Protocol), ICMP, BOOTP, DHCP  |
| 13    | 14.05.2024 | 2. Ara Sınav  |
| 14    | 21.05.2024 | UDP (User Datagram Protocol), TCP (Transmisson Control Protocol)  |



# DTE-DCE Interfaces

modem gibi veri iletişim ağına bağlanmayı sağlayan cihazlardır

- DCE (Data Circuit-Terminating Equipment)
  - Modem
- DTE (Data Terminal Equipment)
  - Computer
  - Printer
  - Fax
  - etc.

Kullanıcının veri gönderip almasını sağlayan cihazları ifade eder



# DTE-DCE Interfaces - Con't

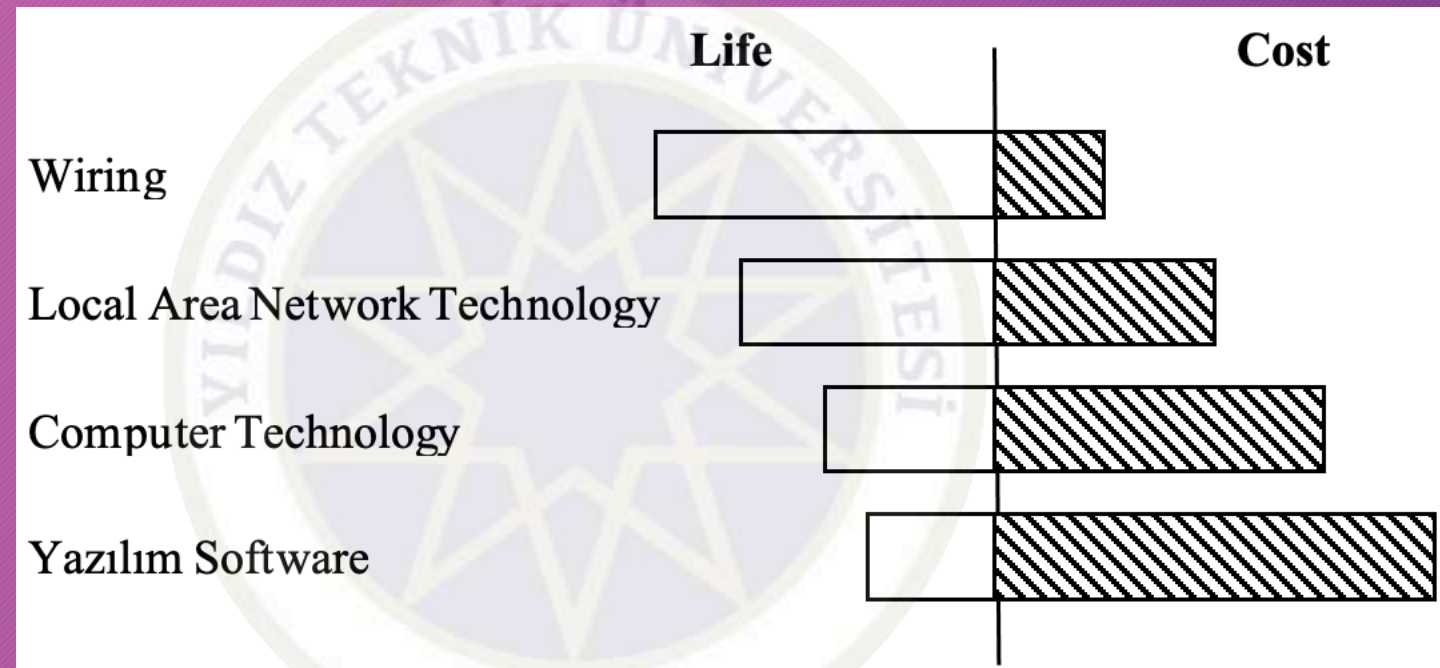
- Standards between DTE and DCE
  - EIA
    - EIA-232
    - EIA-442
    - EIA-449
  - ITU-T
    - V.24
    - V.32
    - V.32bis
    - V.34
    - X.2
    - X.24





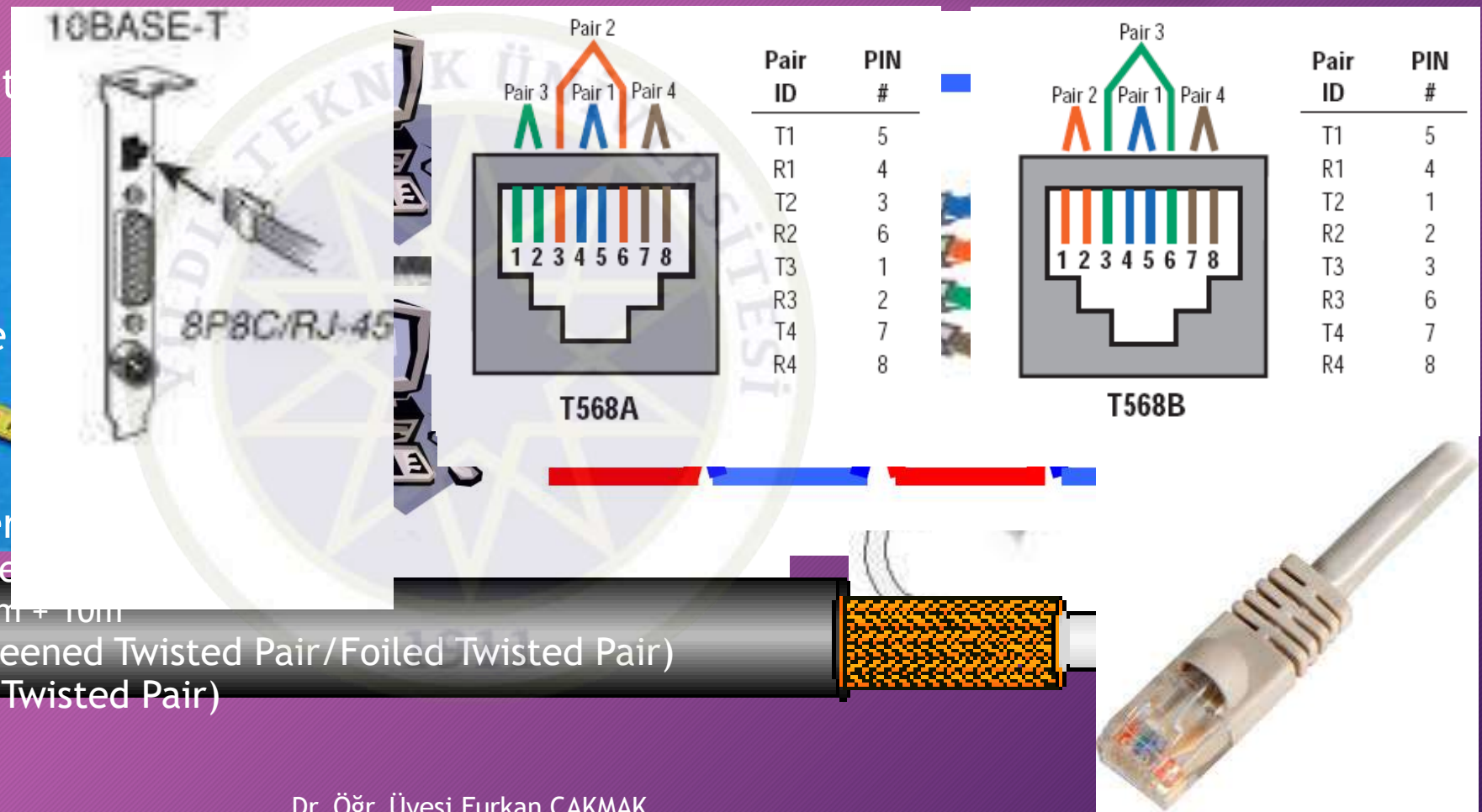
# Transmission Medium

- Wire
- Light
- Radio Wave
- Guided and Unguided media



# Guided Media

- Coaxial Cable
  - AUI (Attachment Unit Interface)
  - Ethernet
  - Thick: 10mm
  - Thin: 5mm
- Twisted pair
  - DGM (Data Grade)
  - CATs
  - 2-12 twist/step
  - Different Colors
  - There are 3 different types
    - UTP (Unshielded Twisted Pair)
    - 100m = 90m + 10m
    - ScTP/FTP (Screened Twisted Pair/Foiled Twisted Pair)
    - STP (Shielded Twisted Pair)





# Guided Media - Con't

- UTP cables category criterias:

- Signal Frequency
- Wire length
- Correct connections
- Attenuation
- NEXT (Near-End Crosstalk)
- PSNEXT (Power Sum NEXT)
- FEXT (Far-End Crosstalk)
- ELFEXT (Equal Level FEXT)
- PSELFEXT (Power Sum ELFEXT)

- CAT 5e

- gigabit Ethernet
- 4 pieces of 2
- Propagation delay
  - Skew
  - Fastest - Slowest

| AWG |                                 | Weight<br>(kg/km) |
|-----|---------------------------------|-------------------|
| 22  | RJ45 = Cat. 5e/6/6 <sub>A</sub> | 2,895             |
| 23  | GG45 = Cat. 7/7 <sub>A</sub>    | 2,295             |
| 24  |                                 | 1,820             |
| 26  |                                 | 1,145             |

Remote

RX

The diagram illustrates the physical connectors and pin configurations for different UTP cable categories. On the left, a blue RJ45 connector is shown, labeled 'RJ45 = Cat. 5e/6/6<sub>A</sub>'. Below it, a pin configuration diagram shows pins 1-8 with pairs (1,2), (3,6), (4,5), and (7,8) connected. On the right, a blue GG45 connector is shown, labeled 'GG45 = Cat. 7/7<sub>A</sub>'. Below it, a pin configuration diagram shows pins 1-8 with pairs (1,2), (3,6), (4,5), and (7,8) connected. The diagrams also show the internal wiring of the connectors and the corresponding pin configurations for the RJ45 and GG45 connectors.

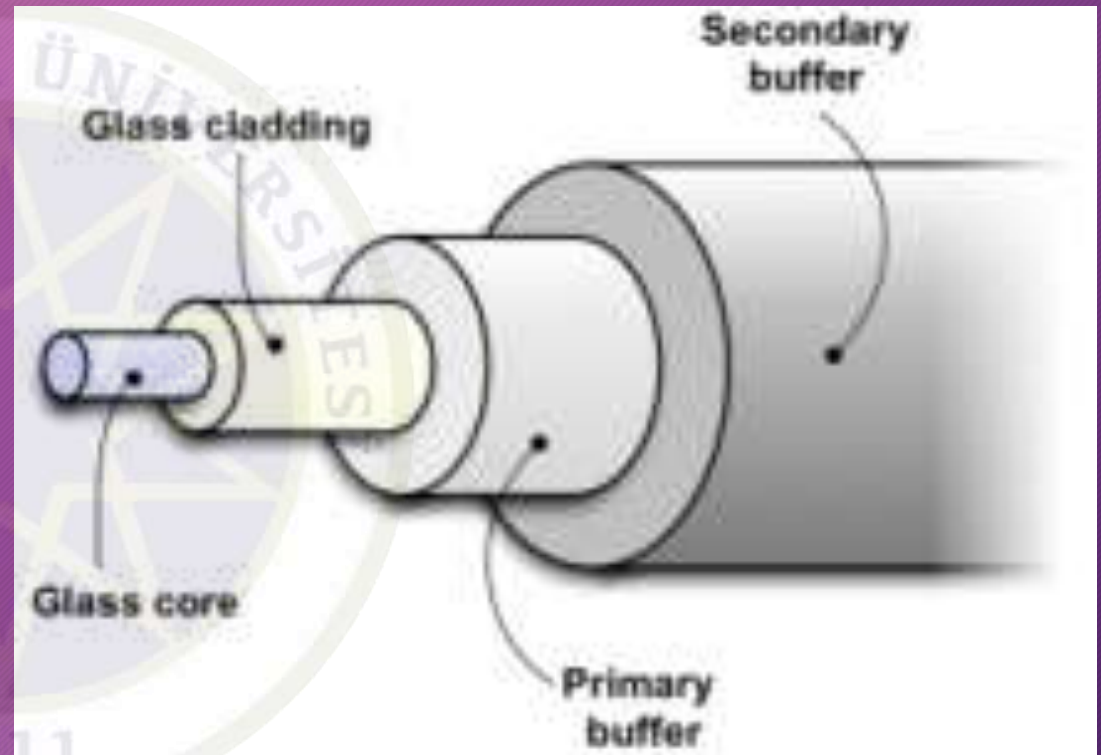
# Classification of UTP Cables

| Type                       | Usage Purpose | Freq. (MHz) | Connector Type <sup>74</sup> | Usage Area                         |
|----------------------------|---------------|-------------|------------------------------|------------------------------------|
| <b>Cat-1</b>               | Voice         | 1           | 6P2C / RJ-11                 | Voice / Phone                      |
| <b>Cat-2</b>               | Voice - Data  | 4           | 8P8C / RJ-45                 | Voice / 4Mbps TokenRing / Terminal |
| <b>Cat-3</b>               | Voice - Data  | 16          | 8P8C / RJ-45                 | Voice / 10Base-T / 25Mbps ATM      |
| <b>Cat-4</b>               | Data          | 20          | 8P8C / RJ-45                 | 10Base-T / TokenRing               |
| <b>Cat-5</b>               | Data          | 100         | 8P8C / RJ-45                 | 10Base-T / 100Base-T / ATM / CDDI  |
| <b>Cat-5e</b>              | Data          | > 100       | 8P8C / RJ-45                 | 100Base-T / 1000Base-T             |
| <b>Cat-6</b>               | Data          | 250         | 8P8C / RJ-45                 | 1000Base-T / 10GBase-T@55m         |
| <b>Cat-6a<sup>75</sup></b> | Data          | > 500       | 8P8C / RJ-45                 | 10GBase-T                          |
| <b>Cat-7</b>               | Data          | 600         | 8P8C / GG-45 <sup>76</sup>   | 10GBase-T                          |
| <b>Cat-7a</b>              | Data          | 1000        | 8P8C / GG-45                 | 40Gbps@50m / 100Gbps@15m           |
| <b>Cat-8</b>               | Data          | > 1.200     | Double Connectivity          | > 40 Gbps@30-50m                   |



# Guided Media - Fiber Optic Cabels

- ~~Coaxial Cables~~
- ~~Twisted Pair Cables~~
- Fiber Optic Cables
  - 300.000 km/sec
  - $\geq 100$  Gbps (reached 500 Gbps)
  - Core *Gekirdek*
  - Cladding *Kaplama*
  - Primary buffer *birincil tompon*
  - Secondary buffer *ikincil tompon*
  - Armor *zırh*
  - Plastic Shield *plastik kalkan*
- SMF (Single Mode Fiber)
- MMF (Multi Mode Fiber)



# Guided Media - Fiber Optic Cabels - Con't

- Single Mode Fiber (SMF)
  - Core:  $9\text{ }\mu\text{m}$
  - Light wavelength:  $1.3 - 1.5\text{ }\mu\text{m}$
  - $1.3\text{ }\mu\text{m} \approx 9\text{ }\mu\text{m} \rightarrow$  Transmission is carried out as a single, unbreakable beam





# Guided Media - Fiber Optic Cabels - Con't

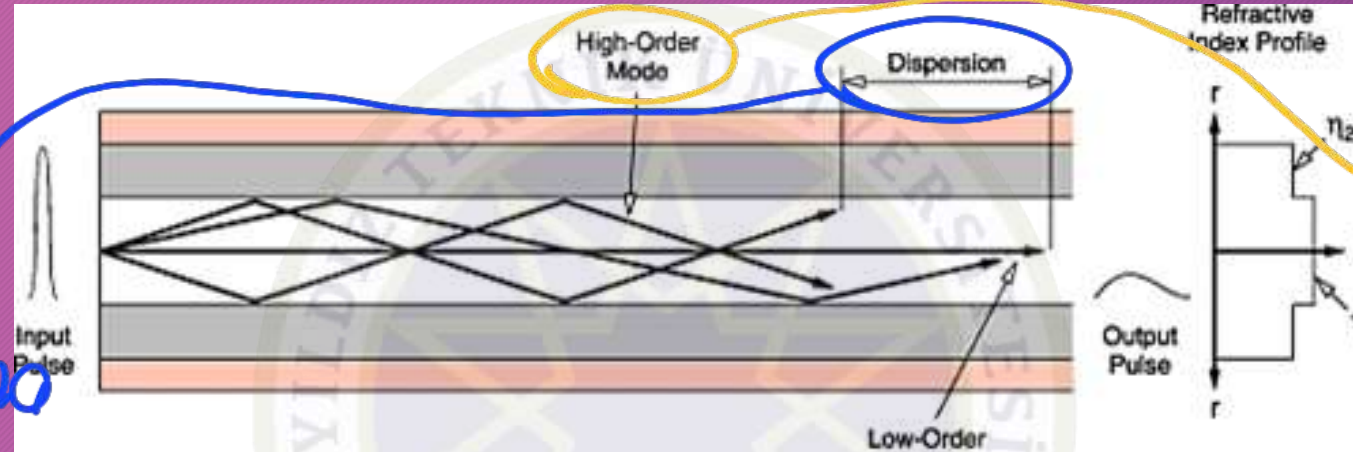
Burada getirdik ve kaplama arasında kırılma indisi

olarak net bir fark vardır  
→ high order modeların daha uzun yollardan geçmesine neden olur

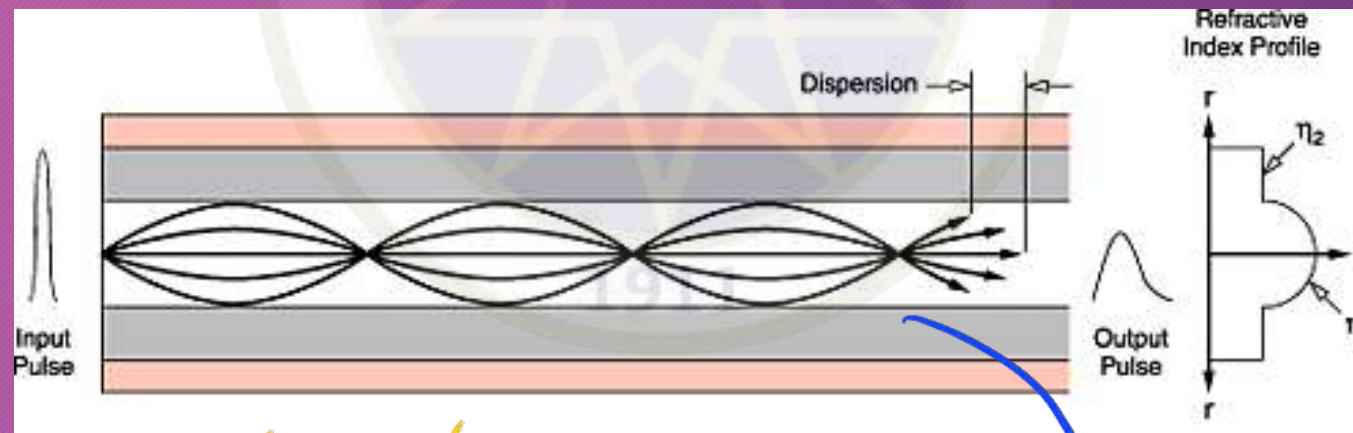


Step Index

İnputta  
2 farklı yola  
yol açar



Grade Index



Burada çekirdekten merkezinden

tüm modlar

dişino doprud kırılma indisi kademeli  
olarak ezılır

aynı zamanda fiberin  
sonunda toplanır

## Guided Media - Fiber Optic Cabels - Con't

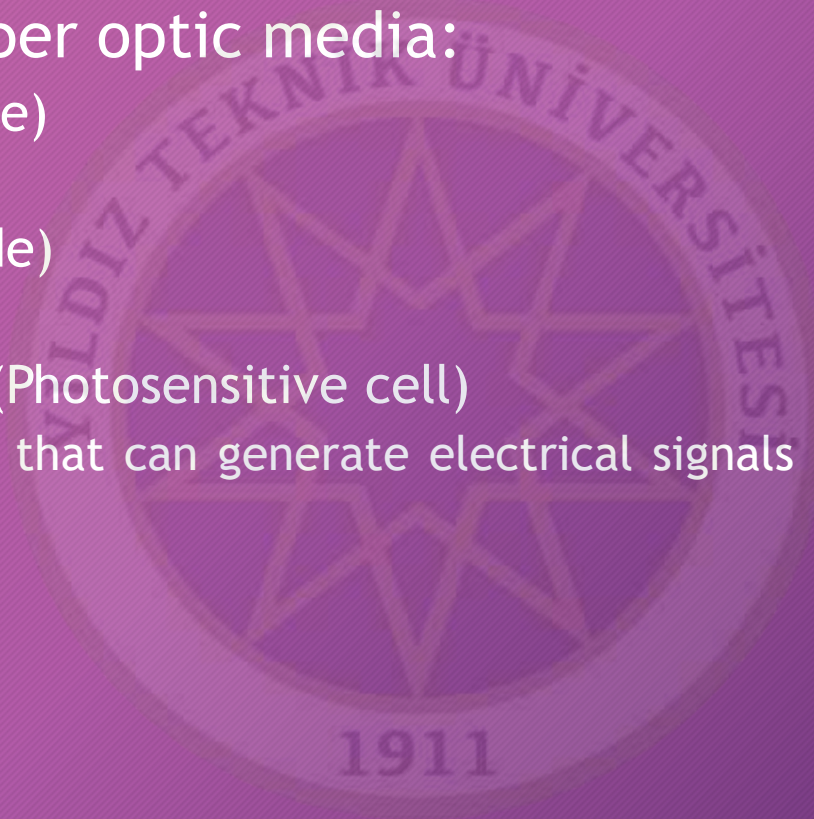
BLM3051  
Data  
Communication  
and Computer  
Network - 4





# Guided Media - Fiber Optic Cabels - Con't

- Light sources used in fiber optic media:
  - LED (Light Emitting Diode)
    - Nonfocusable
  - ILD (Injection Laser Diode)
    - Focusable
  - Receiver side: fotodiod (Photosensitive cell)
    - It is a circuit element that can generate electrical signals depending on the strength of the light falling on it.



# Advantages of Fiber Optic Cables over Copper Cables

- Broad Bandwidth
- Immunity to Electromagnetic Interference

- Attenuation

- Insulation (yalıtım)

- Space Saving

- Security

- Eavesdrop

→ geniş bant genişliği

→ elektromanyetik  
gürültüye bağışlılık

→ sinyaller uzun  
mesafelerde  
daha az zayıflar

→ elektrik yerine ışık  
kullanıldığı için  
elektrik yalıtımı konusunda  
avantaj sağlar

elektronik dinleme-



# Things to Consider When using Fiber Optic Cables

- The core parts of the fibers used at both ends must overlap exactly.
  - Attention should be paid to dirt, oil, dust and scratches.
  - Dirt, dust, etc. should be cleaned with air gun or alcohol.
  - Scratches should be polished and rounded.
- Fiber cables are fragile like glass and must be kept gently bent.
- When not in use, fiber cables should be stored with special headers to protect them from dust and scratches.
- The laser beam at the end of the fiber optic cable is dangerous to the eyes.

# Unguided Media

atmosferi kullanarak veri iletimi yapan kablolu ve kablolu olmayan medya teknolojisi

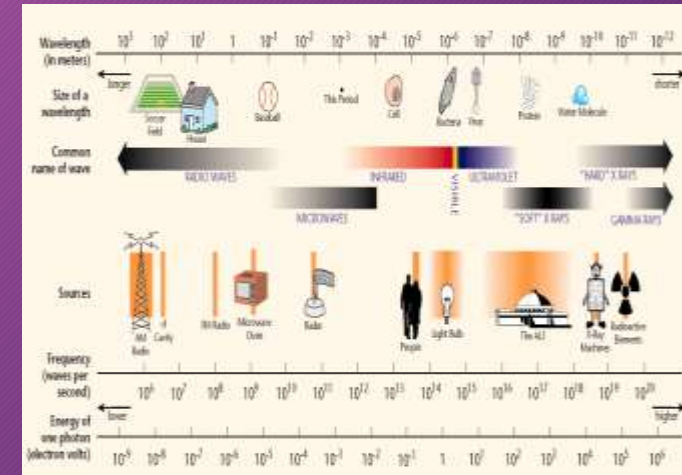
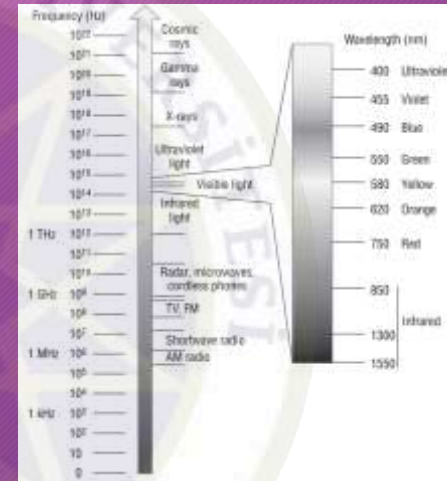
- Technologies that aim to use the atmosphere:

- RF (Radio Frequency)
- Microwave
- IR (Infra Red)

- Ionosphere (iyonosfer)

- Ground propagation < 2 MHz
- Sky propagation 2-30 MHz
- Line of sight propagation > 30 MHz

görüş  
mesafesi





# Unguided Media - Radio Frequency

- 3 kHz - 1 GHz
- Television ve Radio
- Omnidirectional
- Antennas do not need to be aligned
- RF can go through the Wall.
- Obtain approval from authorities to use RF.
- Non-approval RF types:
  - Bluetooth, IEEE 802.11, etc.

yayınlar yönüzdür  
antennelerin birbirine  
hizalanması gerekmez

# Unguided Media - Microwaves

- 1-300 GHz
  - Satellite - Ground Station
  - Parabolic and horn antennas
    - Unidirectional
    - LOS - Line Of Sight
  - Microwaves can not go through the Wall
  - It can be harmful to the living creature between the transceiver, depending on the signal strength used.
- pörüş hatti şarttır*



# Unguided Media - Infra Red

- 300GHz-400THz
- Point-to-point
  - Device's remotes
- Infra Red can not go through the Wall
- Tapping-eavesdropping
- Jamming Immune
- 75 kbps in max. 8m distance
  - Top: 4 Mbps

noktadan noktaya  
iletiminde kullanılır

Dinlemeye karşı  
güçlüdür

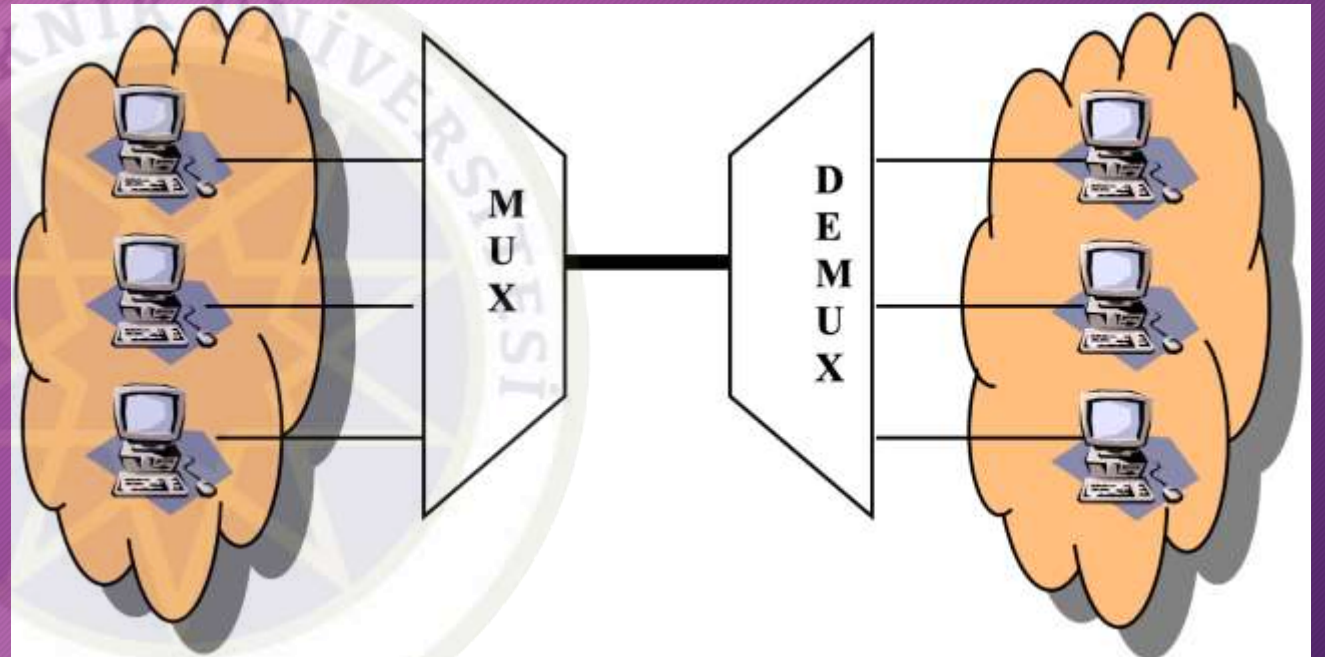
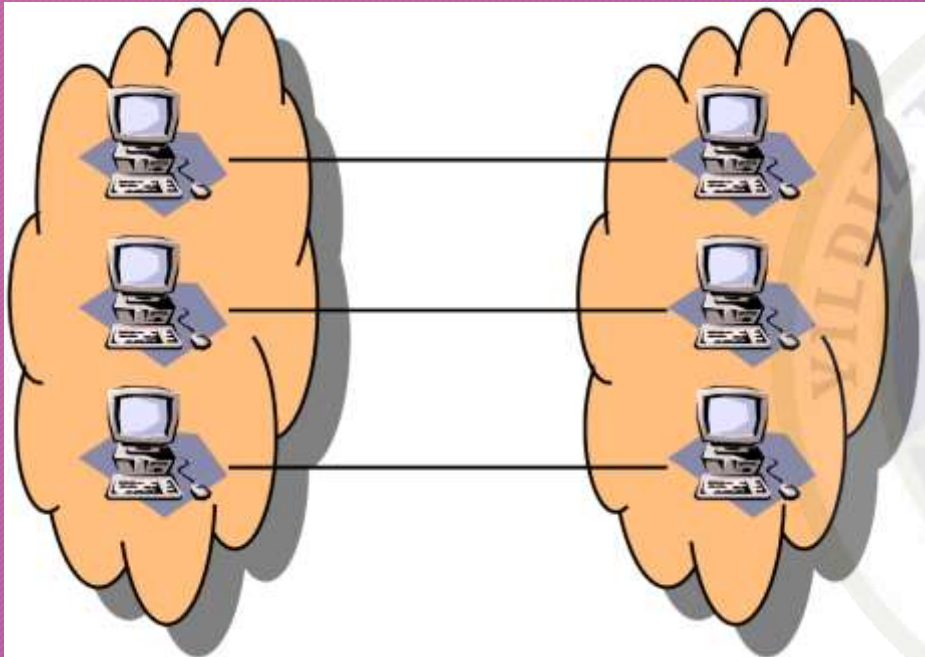
Karışmaya  
karşı dirençlidir

# Comparison of Transmission Medium

| <b>Ortam<br/>Özellik</b>      | <b>UTP</b>        | <b>STP</b>          | <b>Coax</b>       | <b>FO</b>           | <b>RF</b>          | <b>IR</b>         | <b>Mikro<br/>Dalga</b> | <b>Uydu</b>        | <b>Hücresel</b>        |
|-------------------------------|-------------------|---------------------|-------------------|---------------------|--------------------|-------------------|------------------------|--------------------|------------------------|
| <b>Fiyat (\$/m)</b>           | Düşük             | Orta                | Orta              | Yüksek              | Orta               | Düşük<br>(Yüksek) | Yüksek                 | Yüksek             | Yüksek                 |
| <b>Hız</b>                    | 1 Mbps-<br>1 Gbps | 1 Mbps-<br>150 Mbps | 1 Mbps-<br>1 Gbps | 10 Mbps-<br>10 Gbps | 1 Mbps-<br>10 Mbps | 4 Mbps<br>(Gbps)  | 1 Mbps-<br>10 Gbps     | 1 Mbps-<br>10 Gbps | 9.6 kbps-<br>19.2 kbps |
| <b>Sinyal<br/>Zayıflaması</b> | Yüksek            | Yüksek              | Orta              | Düşük               | Düşük-<br>Orta     | Düşük-<br>Orta    | Değişken               | Değişken           | Düşük                  |
| <b>EMI</b>                    | Yüksek            | Orta                | Orta              | Düşük               | Yüksek             | Yüksek            | Yüksek                 | Yüksek             | Orta                   |
| <b>Güvenlik</b>               | Düşük             | Düşük               | Düşük             | Yüksek              | Düşük              | Orta-<br>Yüksek   | Orta                   | Orta               | Düşük                  |
| <b>Düğüm<br/>Ekleme</b>       | Kolay             | Kolay               | Kolay             | Zor                 | Kolay              | Kolay             | Kolay                  | Kolay              | Kolay                  |
| <b>Mesafe</b>                 | Kısa              | Kısa                | Orta              | Uzun                | Orta-<br>Uzun      | Kısa-<br>Uzun     | Uzun                   | Uzun               | Uzun                   |



# Multiplexing



# Multiplexing Technics

- *FDM (Frequency Division Multiplexing)*
- *WDM (Wavelength Division Multiplexing)*
- *TDM (Time Division Multiplexing)*





# FDM (Frequency Division Multiplexing)

Toplam bant genişliği kullanılacak tüm taşıyıcı sinyallerin bant genişliklerinin toplamından daha büyük olması gerekir

- $\Sigma(p2p\ BW) < total\ BW$

- Each signal has a different carriage signal

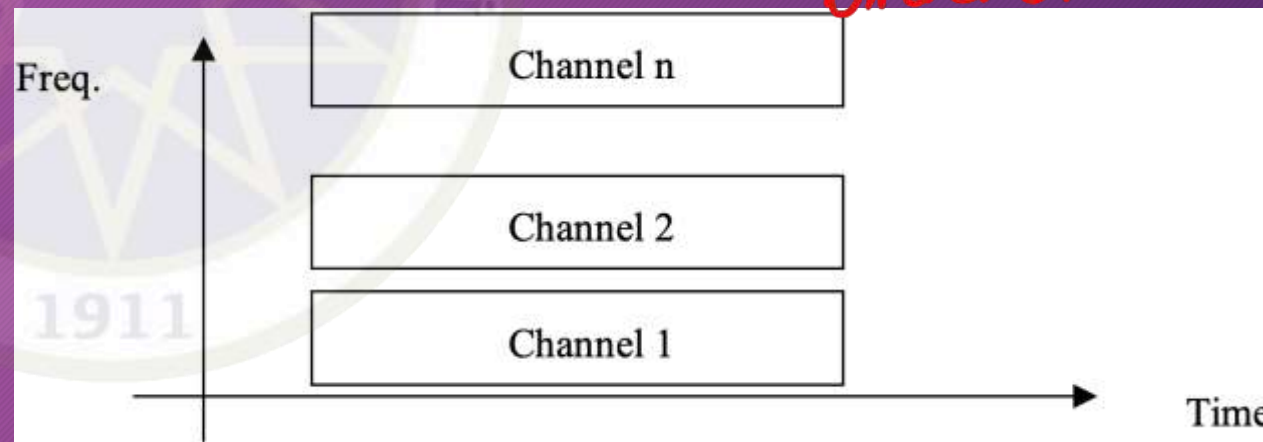
- The signal to be sent is the sum of the carrier signals

- **Voice: 300-3300Hz BW**

- Guarded Band

- **Television and radio broadcasts**

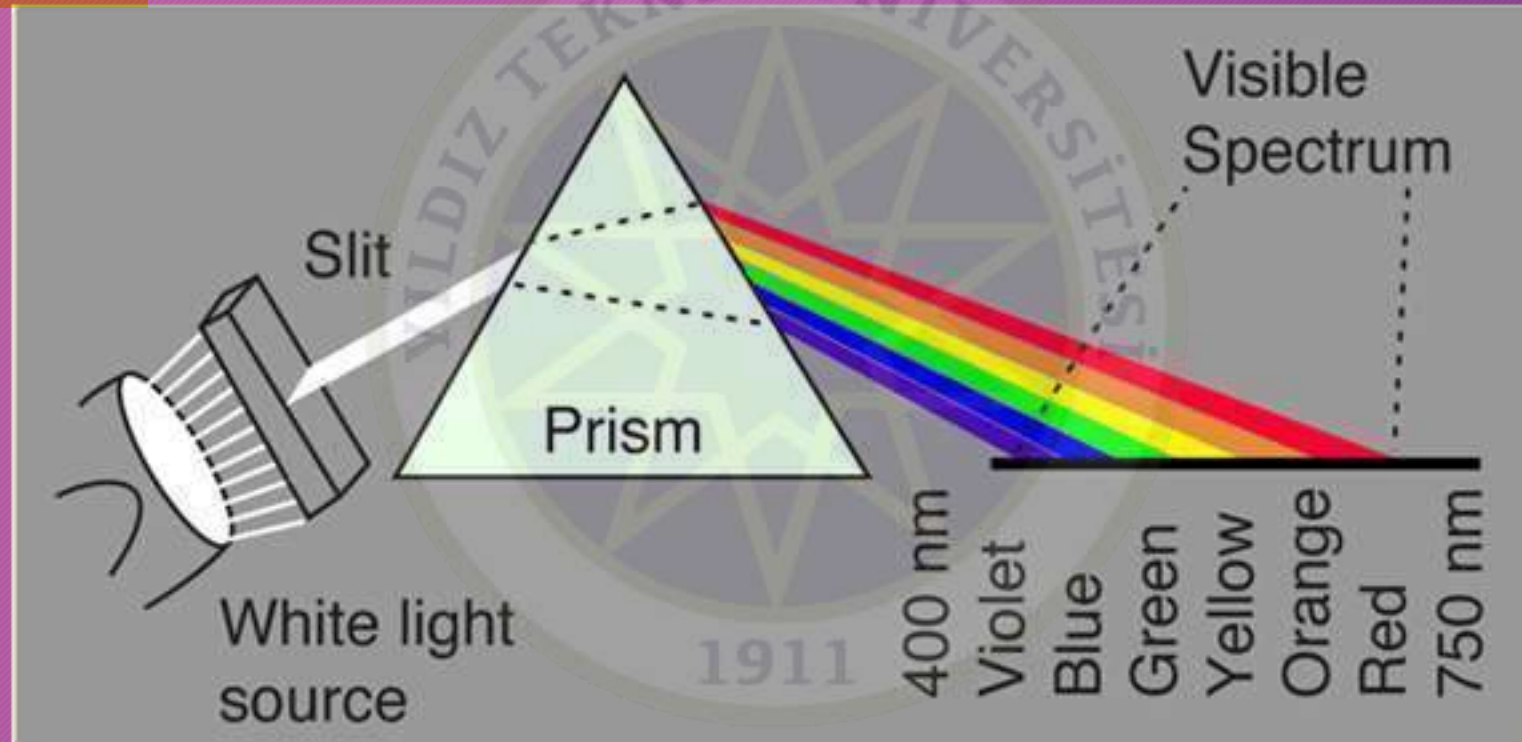
→ Korumayı enellemek için her kanal arasında bir birtakım boşluk bırakılır



her  
sinjal  
farklı bir  
taşıyıcı sinyale  
sahip dir  
(veye iletilmek  
istenen  
taşıyıcı  
toplomudur

# WDM (Wavelength Division Multiplexing)

- Like FDM in FO

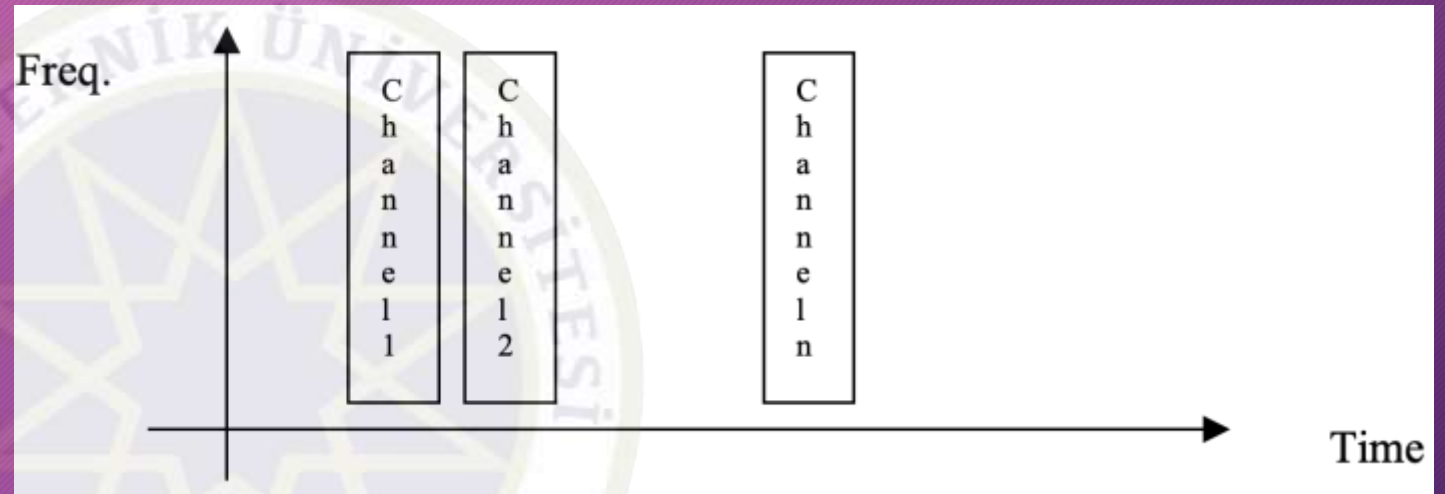




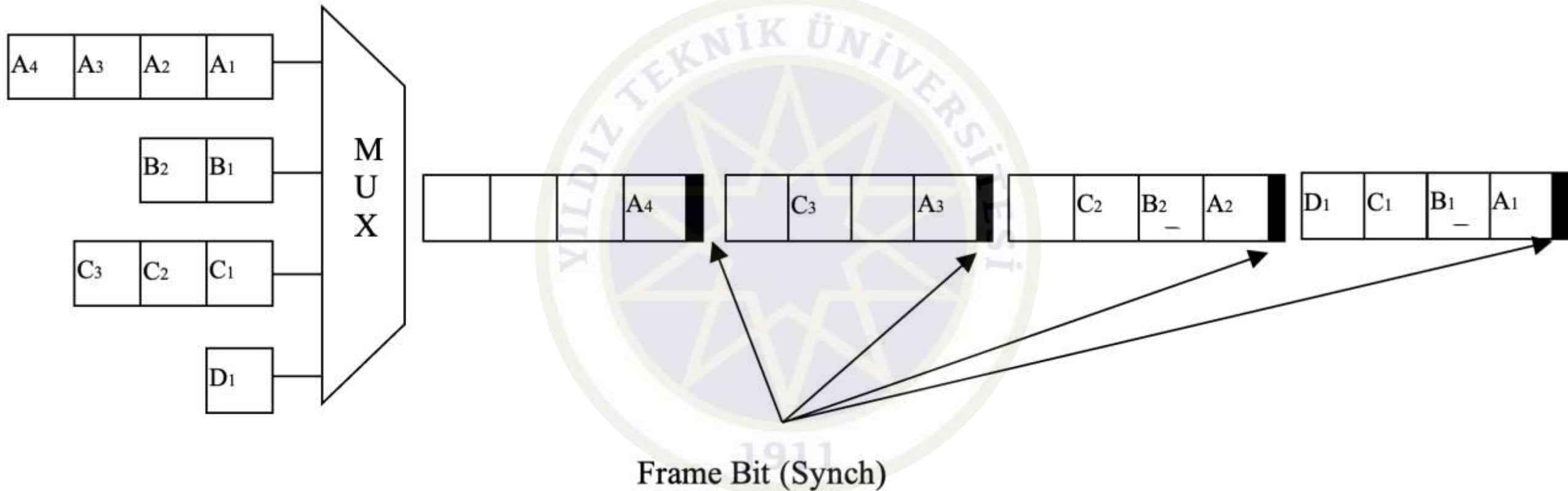
# TDM (Time Division Multiplexing)

- $\max(p2p\ BW) < BW$
- 2 Types
  - Synchronous TDM
    - Data
    - Digitized Voice
  - Asynchronous TDM

2 tip TDM vardır



# Synchronous TDM





# Synchronous TDM - Con't

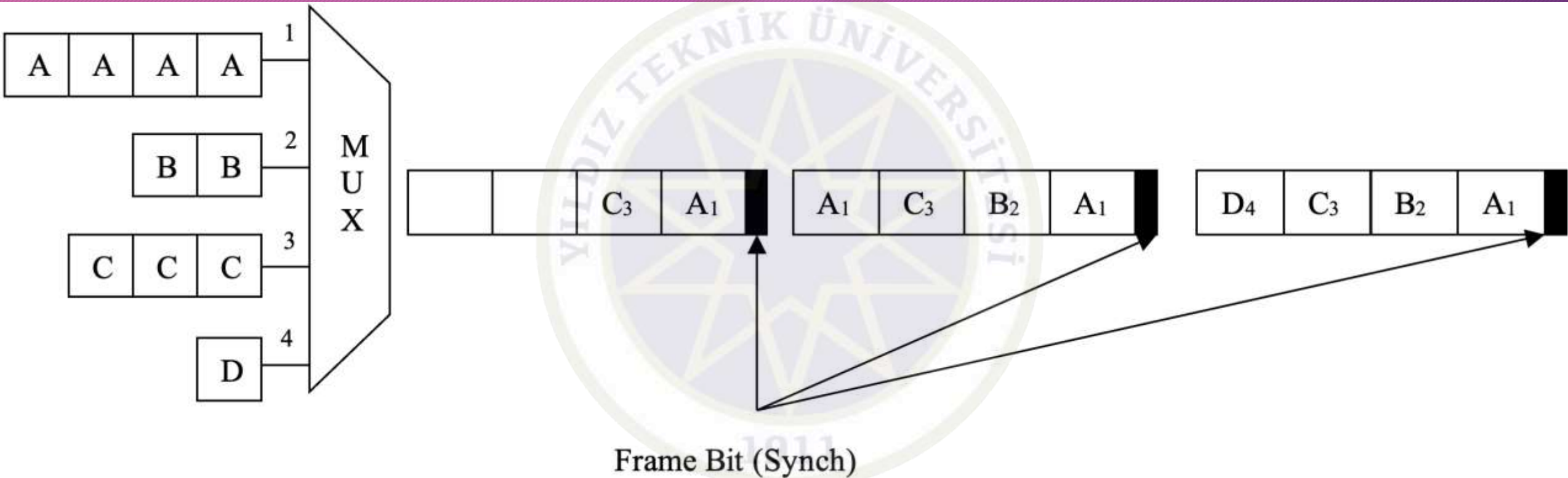
## • Example

- In Sync. TDM where 4 units are connected, each unit produces 250 characters / sec output.
- 1 bit is used for each frame to ensure synchronization.
- Each frame contains a character from each unit.
- Accordingly, calculate the obtained data communication speed as bps.

## • Answer:

- 250 frame + 250 bit (for sync.)
- $250 \text{ frame} \times (4 \text{ unit} \times 8 \text{ bits/unit}) / \text{frame} + 250 \text{ bit} = 8250 \text{ bps}$

# Asynchronous TDM





# Error Detection and Correction Techniques

→ Data link layer hataları  
tespit etme ve düzeltme  
işlemi yapar

- Data Link Layer (in OSI model)
- Error reasons
  - Attenuation
  - Delay Distortion
    - Video + Voice
    - Problem in time sensitive conditions
  - Noise in the communication environment
    - Thermal noise
      - Random electron motion
    - Intermodulation noise
    - CrossTalk
    - Impulse Noise

# Error Types

- Single bit error
- Multi bit error
- Error bursts

Data Sent

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
|---|---|---|---|---|---|---|---|

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
|---|---|---|---|---|---|---|---|

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
|---|---|---|---|---|---|---|---|

Data Received

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 |
|---|---|---|---|---|---|---|---|

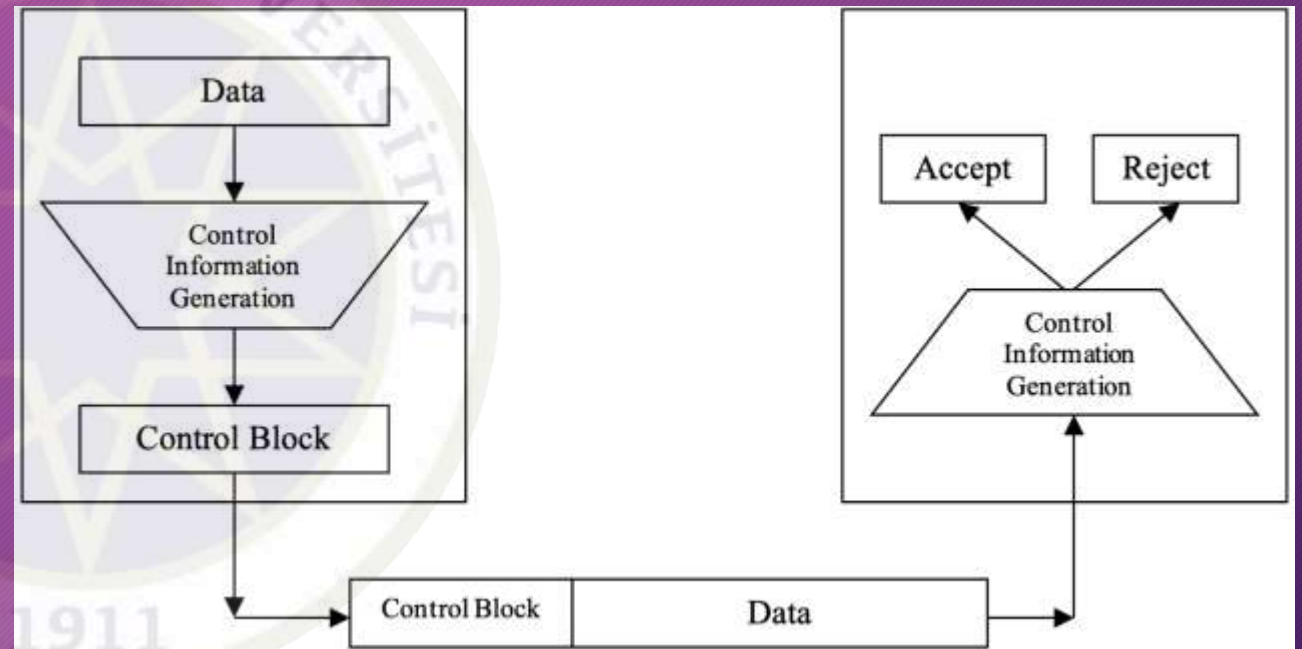
|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |
|---|---|---|---|---|---|---|---|

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|



# Error Detection

- Both sides have original data?
- Sending data twice?
- Control block?
  - 4 different types
    - VRC (Vertical Redundancy Code)
    - LRC (Longitudinal Redundancy Code)
    - CRC (Cyclic Redundancy Check)
    - Checksum



# VRC (Vertical Redundancy Code)

- Parity check
- Simple error coding technique
- The number of errors should be **odd**
- XOR operation

Data Sent

| VRC | Data |   |   |   |   |   |   |
|-----|------|---|---|---|---|---|---|
| 1   | Ø    | 1 | Ø | Ø | 1 | 1 | Ø |

Data Received 1

| VRC | Data |   |   |   |   |   |   |
|-----|------|---|---|---|---|---|---|
| 1   | Ø    | 1 | Ø | Ø | 1 | 1 | Ø |

Data Received 2

| VRC | Data |   |   |   |   |   |   |
|-----|------|---|---|---|---|---|---|
| 1   | Ø    | 1 | 1 | Ø | 1 | 1 | Ø |

Data Received 3

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | Ø | 1 | 1 | Ø | 1 | Ø | Ø |
|---|---|---|---|---|---|---|---|



# LRC (Longitudinal Redundancy Code)

- LRC is 2D-VRC

|     | Byte 1 | Byte 2 | Byte 3 | Byte 4 | LRC |
|-----|--------|--------|--------|--------|-----|
|     | 1      | Ø      | 1      | 1      | 1   |
|     | Ø      | Ø      | 1      | 1      | Ø   |
|     | Ø      | 1      | Ø      | 1      | Ø   |
|     | 1      | 1      | Ø      | 1      | 1   |
|     | 1      | Ø      | 1      | Ø      | Ø   |
|     | Ø      | 1      | 1      | Ø      | Ø   |
|     | 1      | Ø      | Ø      | Ø      | 1   |
| VRC | Ø      | 1      | Ø      | Ø      | 1   |

|          |          |          |          |          |
|----------|----------|----------|----------|----------|
| 10011010 | 00110101 | 11001100 | 11110000 | 10010011 |
|----------|----------|----------|----------|----------|

|          |          |          |          |          |
|----------|----------|----------|----------|----------|
| 10011010 | 01110111 | 11001100 | 10110010 | 10010011 |
|----------|----------|----------|----------|----------|

# CRC (Cyclic Redundancy Check)

- The data to be sent is divided into a predetermined prime polynomial.
- The remainder value is added to the data to be sent as an error control code.
- The remainder zero in receiver side means that error-free transmission.
- Common polynomials used for CRC: 13-bits, 17-bits, 33-bits
  - The number of undetectable errors is almost zero
- Commonly used polynomials in CRC technique:
  - CRC-12  $x^{12}+x^{11}+x^3+x+1$
  - CRC-16  $x^{16}+x^{15}+x^2+1$
  - CRC-ITU  $x^{16}+x^{12}+x^5+1$
  - CRC-32  $x^{32}+x^{26}+x^{23}+x^{22}+x^{16}+x^{12}+x^{11}+x^{10}+x^8+x^7+x^5+x^4+x^2+x+1$



# CRC (Cyclic Redundancy Check) - Con't

Example: Data Sent: 100100, polynom:  $x^3 + x^2 + 1$ , CRC = ?

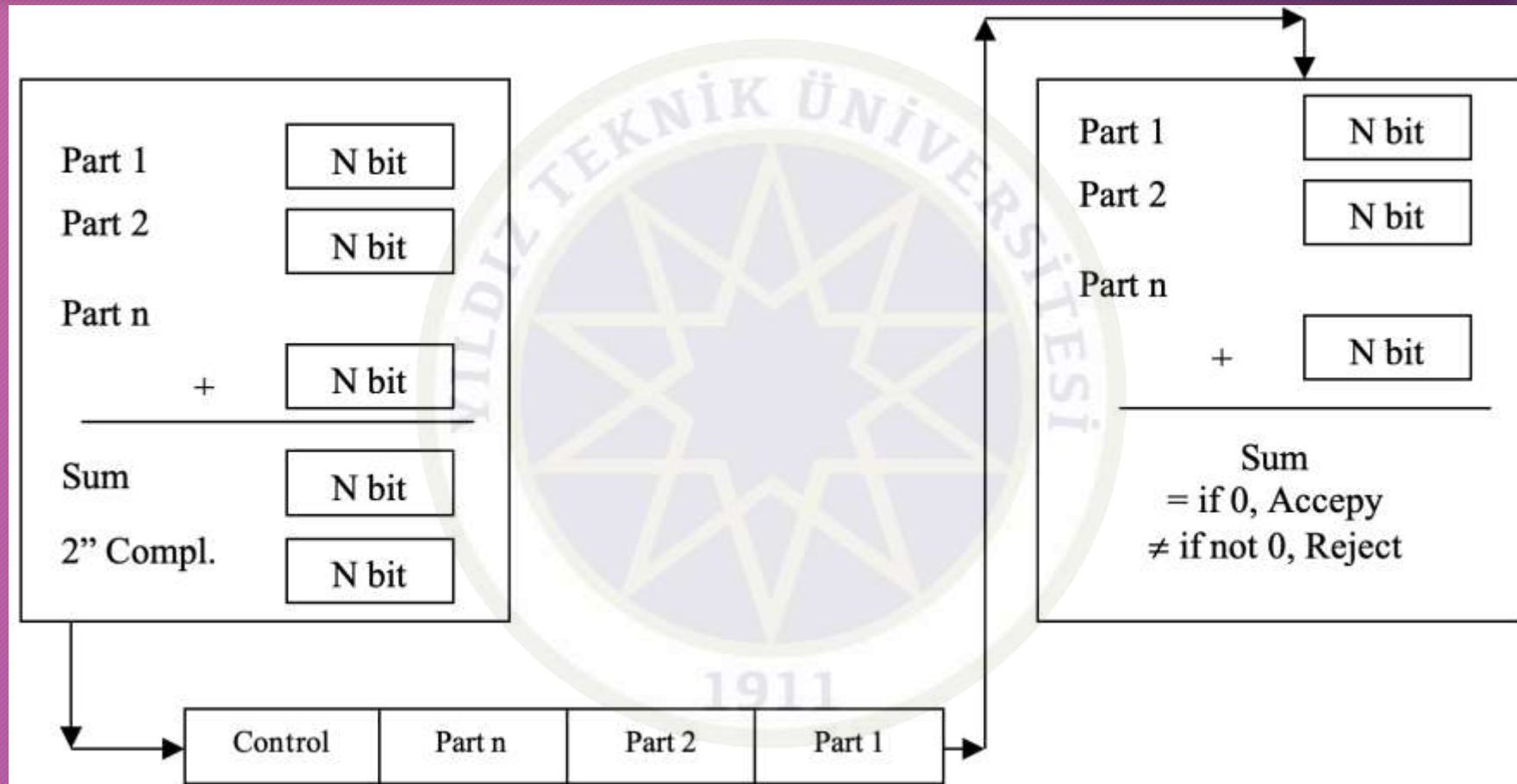


# Checksum

- The sender divides the data into N-bits parts (usually 16 bits are used).
- The parts are collected using the first complementary arithmetic.
  - In this way, a total value of only N bits is obtained.
- Calculate two's complement using summed value
  - The calculated value is added to the end of the information to be sent.
- The checksum detects all of the odd errors and most of the even numbers.
  - However, if one or more bits in a part are 0 when they are 1, but there is a 0 when 1 in another part, the error will not be understood because there will be no difference in this column sum.



# Checksum - Con't



# Error Correction

## Hata düzeltme yöntemleri

- 2 methods
  - Send data again
  - If one bit error
    - Hamming Code / Distance

Tek bir bit  
hatasını tespit etme  
ve düzeltme kapasitesine  
sahip kodlama yöntemi



# Hamming Code

- If we sent  $m$  bit data, the error occurs in  $1, 2, \dots, m$  bit
- Adding error-free state, the data length will be  $m+1$
- Control block length must be  $\log_2(m + 1) \leq r$
- $m + r$  bit must be sent error-free
- So, control block length must be  $\log_2(m + r + 1) \leq r$
- (1, 2, 4, 8, 16. bits)

| $B_{11}$ | $B_{10}$ | $B_9$ | $B_8$ | $B_7$ | $B_6$ | $B_5$ | $B_4$ | $B_3$ | $B_2$ | $B_1$ |
|----------|----------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| $D_7$    | $D_6$    | $D_5$ | $R_4$ | $D_4$ | $D_3$ | $D_2$ | $R_3$ | $D_1$ | $R_2$ | $R_1$ |

# Hamming Code - Con't

- $R_1 = B_1 \oplus B_3 \oplus B_5 \oplus B_7 \oplus B_9 \oplus B_{11}$
- $R_2 = B_2 \oplus B_3 \oplus B_6 \oplus B_7 \oplus B_{10} \oplus B_{11}$
- $R_3 = B_4 \oplus B_5 \oplus B_6 \oplus B_7$
- $R_4 = B_8 \oplus B_9 \oplus B_{10} \oplus B_{11}$

| B <sub>11</sub> | B <sub>10</sub> | B <sub>9</sub> | B <sub>8</sub> | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> |
|-----------------|-----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| 1               | 0               | 0              |                | 1              | 1              | 0              |                | 1              |                |                |

- $R_1 = B_3 \oplus B_5 \oplus B_7 \oplus B_9 \oplus B_{11} = 1 \oplus 0 \oplus 1 \oplus 0 \oplus 1 = 1$
- $R_2 = B_3 \oplus B_6 \oplus B_7 \oplus B_{10} \oplus B_{11} = 1 \oplus 1 \oplus 1 \oplus 0 \oplus 1 = 0$
- $R_3 = B_5 \oplus B_6 \oplus B_7 = 0 \oplus 1 \oplus 1 = 0$
- $R_4 = B_9 \oplus B_{10} \oplus B_{11} = 0 \oplus 0 \oplus 1 = 1$

| B <sub>11</sub> | B <sub>10</sub> | B <sub>9</sub> | B <sub>8</sub> | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> |
|-----------------|-----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| D <sub>7</sub>  | D <sub>6</sub>  | D <sub>5</sub> | R <sub>4</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | R <sub>3</sub> | D <sub>1</sub> | R <sub>2</sub> | R <sub>1</sub> |

|    | R <sub>4</sub> | R <sub>3</sub> | R <sub>2</sub> | R <sub>1</sub> | Info          |
|----|----------------|----------------|----------------|----------------|---------------|
| 0  | 0              | 0              | 0              | 0              | Error-free    |
| 1  | 0              | 0              | 0              | 1              | 1. bit error  |
| 2  | 0              | 0              | 1              | 0              | 2. bit error  |
| 3  | 0              | 0              | 1              | 1              | 3. bit error  |
| 4  | 0              | 1              | 0              | 0              | 4. bit error  |
| 5  | 0              | 1              | 0              | 1              | 5. bit error  |
| 6  | 0              | 1              | 1              | 0              | 6. bit error  |
| 7  | 0              | 1              | 1              | 1              | 7. bit error  |
| 8  | 1              | 0              | 0              | 0              | 8. bit error  |
| 9  | 1              | 0              | 0              | 1              | 9. bit error  |
| 10 | 1              | 0              | 1              | 0              | 10. bit error |
| 11 | 1              | 0              | 1              | 1              | 11. bit error |



# Thank you for your listening.

