

a) multiplexing is the sharing of communication channels; it can be viewed as supporting a number of higher layer channels over a single lower layer channel.

- b) Frequency Division Multiplexing,
- i) modulated at different frequencies
 - ii) gov't agencies
 - iii) circuits (usually) constant BW, latency
 - iv) voice, audio, continuous media

Sync Time Division Mux.

- i) time within frame
- ii) call set up ~~prob~~ assigns time slot
- iii) circuits
- iv) as above

Asyn. Tm Div Mux)

- i) identified with label, symbols grouped together.
- ii) various including: random access, token passing, strict priority etc
- iii) variable capacity & latency depending on ii)
- iv) where demands are variable & unpredictable but also can support circuit like comm. with some effort.