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BYTE ORIENTED APPROACH

- ★ It simply views the frame as a collection of bytes or characters.

Byte Oriented Protocols

BISYNC ↔ Binary Synchronous Communication Protocol

PPP ↔ Point-to-Point Protocol

DDCMP ↔ Digital Data Communication Message Protocol.

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BiSYNC

- ★ It is a sentinel approach.
- ★ Developed by IBM.
- ★ Also preferred as BSC.
- ★ It is a byte-oriented protocol.

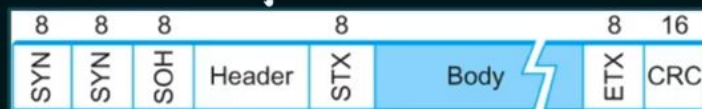
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BISYNC – FRAME FORMAT

Frames transmitted beginning with leftmost field.

- ★ Beginning of a frame is denoted by sending a special SYN (synchronize) character.
- ★ Data portion of the frame is contained between special sentinel character STX (start of text) and ETX (end of text).
- ★ SOH: Start of Header.
- ★ DLE: Data Link Escape.
- ★ CRC: Cyclic Redundancy Check.



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OUTCOMES

Upon the completion of this session, the learner will be able to

- ★ Understand byte-oriented approach
- ★ Know the byte-oriented protocol.
- ★ Know the frame format of BISYNC.
- ★ Understand character stuffing in BISYNC.

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CHARACTER STUFFING

Byte stuffing or Character stuffing is the process of adding one extra byte whenever there is a flag or escape character in the text.

This is done by DLE in BISYNC protocol.

