00:48

VARIOUS FRAMING APPROACHES
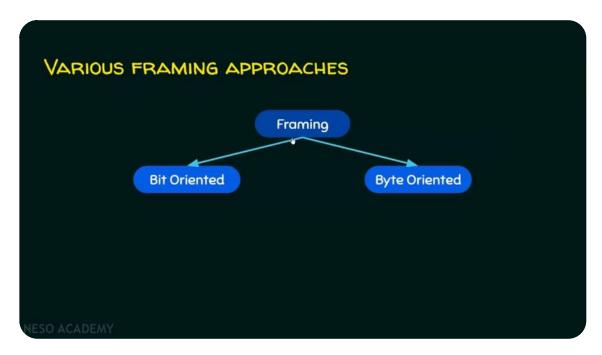
Framing
- Bit Oriented
- Byte Oriented

NESO ACADEMY

01:44

BIT ORIENTED APPROACH

★ It simply views the frame as a collection of bits.

★ In bit–oriented framing, data is transmitted as a sequence of bits that can be interpreted in the upper layers both as text as well as multimedia data.

NESO ACADEMY

BIT oriented protocol --> HDLC - High level data link control

02:48

BYTE ORIENTED APPROACH

- ★ One of the oldest approaches to framing.
- ★ Here each frame is viewed as a collection of bytes (characters) rather than bits.
- ★ a.k.a Character Oriented Approach.

03:23

BYTE ORIENTED PROTOCOLS

- ★ BISYNC <–> Binary Synchronous Communication Protocol.
- ★ DDCMP <–> Digital Data Communication Message Protocol.
- ★ PPP <–> Point–to–Point Protocol

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CLOCK BASED FRAMING

- ★ The third approach to framing is the clock based framing.
- ★ Example: SONET <–> Synchronous Optical Network.

this is mainly for optical network