43. Digital Data Communication Message Protocol (DDCMP)

The three Byte oriented protocols are

1. Point to Point protocol (P2P)

2. Binary Synchronous Communication Protocol (BISYNC)

3. Digital Data Communication Message Protocol (DDCMP)

DDCMP –

- It is a byte-oriented protocol for the framing approach.

- Devised by Digital Equipment Corporation.

- It is a Byte-counting approach.

- Counting is a function of DDCMP which counts the bits in a frame.

Format of a Frame with DDCMP Protocol –

8 8 8 14 42 16

SYN SYN. CLASS COUNT HEADER BODY CRC

Count – The drawback in the DDCMP is the COUNT Field.

X X X X X 6 X X X X 4 X X X X X 5

Here, 6 4, and 5 are the locations of the count fields of the three frames above. X represents the bytes of data.

When there is a transmission error, the end and start (flags) of the frame change. Thus, the number of the count function changes and it reads the misunderstood data and sets a different and non-meaningful

Count of Bytes in each frame. This is how a whole connection is disrupted.

This is the major drawback of the COUNT Field.