

Byte count framing method

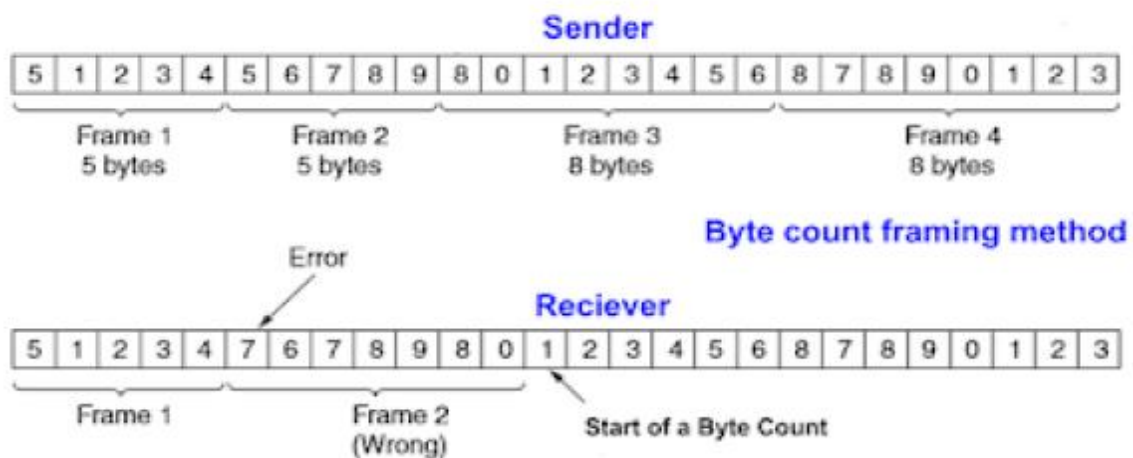
We had seen in previous article framing, that to send packets from sender to the receiver framing is required. But the question was how the receiver will identify the starting and ending of a frame.

For receiver, starting and ending of a frame is necessary to recognize the next frames transmitted by the sender.

So in this case Byte count framing method will support.

The byte count framing method uses a field in the header to specify the number of bytes in the frame.

1. Data link layer at sender sends the byte count.
2. Data link layer at receiver counts the byte count sent by sender.
3. If there is difference between bytes counts of sender and receiver. There is error in data received.
4. Else received data is correct.
5. Above points are shown in diagram below.



- ❖ **Framing** is function of **Data Link Layer** that is used to separate message from source or sender to destination or receiver or simply from all other messages to all other destinations just by adding sender address and destination address.
- ❖ The destination or receiver address is simply used to represent where message or packet is to go and sender or source address is simply used to help recipient to acknowledge receipt.
- ❖ Frames are generally data unit of data link layer that is transmitted or transferred among various network points. It includes complete and full addressing, protocols that are essential, and information under control.
- ❖ Physical layers only just accept and transfer stream of bits without any regard to meaning or structure. Therefore it is up to data link layer to simply develop and recognize frame boundaries.
- ❖ This can be achieved by attaching special types of bit patterns to start and end of the frame. If all of these bit patterns might accidentally occur in data, special care is needed to be taken to simply make sure that these bit patterns are not interpreted incorrectly or wrong as frame delimiters.
- ❖ Framing is simply point-to-point connection among two computers or devices that consists or includes wire in which data is transferred as stream of bits.
- ❖ However, all of these bits should be framed into discernible blocks of information.

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