Framing (Part 3)

Approaches:

1. Bit oriented:
   1. It simply views the frame as a collection of bits.
   2. 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.
   3. Bit oriented protocol:
      1. HDLC – High level data link control
2. Byte oriented:
   1. One of the oldest approaches to framing.
   2. Here each frame is viewed as a collection of bytes (characters) raqther than bits.
   3. Aka Character oriented approach
   4. Byte oriented protocols:
      1. BISYNC – Binary Synchronous Communication Protocol
      2. DDCMP – Digital data communication message protocol
      3. PPP – point to point protocol
3. Clock based framing
   1. The third approach to framing is the clock based framing
   2. Example: SONET – Synchronous Optical Network