Bits du "mot" 1

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

Calcul des bits de parité :

d1, d2, d4 -> p1=

d1, d3, d4 -> p2=

d2, d3, d4 -> p3=

"Mot" 1 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

Bits du "mot" 2

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

Calcul des bits de parité :

d1, d2, d4 -> p1=

d1, d3, d4 -> p2=

d2, d3, d4 -> p3=

"Mot" 2 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

Bits du "mot" 3

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

Calcul des bits de parité :

d1, d2, d4 -> p1=

d1, d3, d4 -> p2=

d2, d3, d4 -> p3=

"Mot" 3 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

Bits du "mot" 4

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

Calcul des bits de parité :

d1, d2, d4 -> p1=

d1, d3, d4 -> p2=

d2, d3, d4 -> p3=

"Mot" 4 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

Expéditeur :

Message à transmettre (écrire au crayon à papier)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

"Mot" 1 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |
| --- | --- |
| Calcul des bits de parité (indiquer les erreurs s’il y en a) :  d1, d2, d4 -> p1=  d1, d3, d4 -> p2=  d2, d3, d4 -> p3= | Suivant les parités fausses, il est possible de corriger l’erreur :  Une image contenant cercle, diagramme, Caractère coloré  Description générée automatiquement |

Bits du "mot" 1 décodé

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

"Mot" 2 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |
| --- | --- |
| Calcul des bits de parité (indiquer les erreurs s’il y en a) :  d1, d2, d4 -> p1=  d1, d3, d4 -> p2=  d2, d3, d4 -> p3= | Suivant les parités fausses, il est possible de corriger l’erreur :  Une image contenant cercle, diagramme, Caractère coloré  Description générée automatiquement |

Bits du "mot" 2 décodé

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

"Mot" 3 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |
| --- | --- |
| Calcul des bits de parité (indiquer les erreurs s’il y en a) :  d1, d2, d4 -> p1=  d1, d3, d4 -> p2=  d2, d3, d4 -> p3= | Suivant les parités fausses, il est possible de corriger l’erreur :  Une image contenant cercle, diagramme, Caractère coloré  Description générée automatiquement |

Bits du "mot" 3 décodé

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4

"Mot" 4 codé

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

p1 p2 d1 p3 d2 d3 d4

|  |  |
| --- | --- |
| Calcul des bits de parité (indiquer les erreurs s’il y en a) :  d1, d2, d4 -> p1=  d1, d3, d4 -> p2=  d2, d3, d4 -> p3= | Suivant les parités fausses, il est possible de corriger l’erreur :  Une image contenant cercle, diagramme, Caractère coloré  Description générée automatiquement |

Bits du "mot" 4 décodé

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

d1 d2 d3 d4