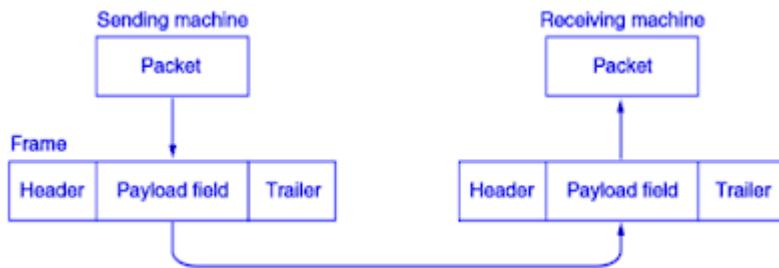


In previous article Framing we had seen than, sender transmits packets in the form of frame to the receiver. But there is a travel of frame between sender to the receiver. So there is chances of error to occur in this travel.



Now in this article we will see how error is control in data link layer.

With positive and negative acknowledgement about a frame.

1. If the sender receives a positive acknowledgement about a frame, the frame has received safely.
2. A negative acknowledgement means that something has gone wrong and the frame must be transmitted again.

What if frame not received by receiver?

1. Here timer concept is used.
2. When the sender transmits a frame, it also starts a timer.
3. Before expiry of this timer acknowledgement from receiver must reach to the sender.
4. In absent of acknowledgement sender will again transmit the frame.

What is acknowledgement sent by receiver not reached to sender?

1. In this case may possible sender sent multiple frames.

2. To prevent from receiving same frames by receiver sender assign a sequence number to the frame.
 3. By seeing sequence number receiver identifies that its duplicate frame.
-

Related Posts:

1. What is computer network
2. Data Link Layer
3. Framing
4. Byte count framing method
5. Flag bytes with byte stuffing framing method
6. Flag bits with bit stuffing framing method
7. Physical layer coding violations framing method
8. Stop and Wait
9. Sliding Window Protocol
10. One bit sliding window protocol
11. A Protocol Using Go-Back-N
12. Selective repeat protocol
13. Net 10
14. Net 9
15. Net 47
16. Net 43
17. OSI vs TCP/IP
18. TCP/IP Reference Model

19. OSI Reference Model
20. Computer Networks Introduction
21. Types of Computer Networks
22. Network Architectures
23. Computer Network Topologies
24. LAN and WAN Protocols
25. Network Address
26. IP Addresses
27. Class Full Addressing
28. Networking Media
29. Networking Devices
30. Structured cabling
31. Types of connectivities in Computer Networks
32. Introduction to Network Operating System(NOS)
33. ARP/RARP
34. Cooperative Caching