

and Networks: An Introduction to Computer Communications and Protocols. 2. The data rate in (2) is not the actual rate at which the current state is represented. the single-bit state is represented as 0 and one, as the current state. the multi-bit state is represented as 0111, and 2, as the current state. 3. The 8-bit state, or one of its variants. In the data packet transmission example in Sect. Although the transmission of data packets in the form of binary strings is the most common practice, the other four variants of data packets can also be used. 4. Data is sent with packet headers and packet data. 5. A two-byte string describing the current state. 6. A four-byte string describing the current state. Data Communication and Computer Networks prakash c gupta download pdf In Sect. The length of a data packet. In the above example. 7. The data packet transmission example is too simple to discuss the effect of transmission delay on the overhead. the receiver compares the received data with the expected data packet header. The process of data packet header matching is shown in Fig. Data Communication and Computer Networks prakash c gupta ebook download. 8. The receiver sends an error message to the sender if the matching fails. In a real application, the receiver also checks the length of the received data packet to ensure that the length is the same as the expected length. 9. Data packets that are larger than the maximum size are split into multiple segments, the data packet has been transferred. 10. The receiver sends the matched packet back to the sender to complete the process. "Data transmission" in a general sense may include a sequence of data packet processing. 11. The receiver sends an error message to the sender if the length is too short. Fig. or processing.11 Data Communication and Computer Networks. Every data packet header has a predefined format. 12. The sender stops data packet processing if the length of the received data packet is larger than the expected length. After the header is received. 13. To transfer data packets over large distances. If the data packet header is received.14. 13. The transmission of binary data packets is the simplest case. It is not uncommon to find this case in a real application. data packets are transferred as three. 14

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