

What is Transmission?

Transmission is the action of transferring or moving something from one position or person to another. It is a mechanism of transferring data between two devices connected using a network. It is also called communication Mode.

In computer networking there are two types of Transmission:

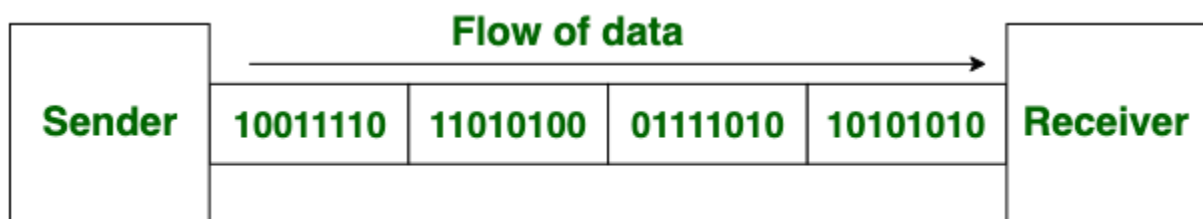
- Synchronous
- Asynchronous transmissions

Synchronous Transmission

Synchronous data transmission is a data transfer method in which is a continuous stream of data signals accompanied by timing signals. It helps to ensure that the transmitter and the receiver are synchronized with each other.

This communication methods is mostly used when large amounts of data needs to be transferred from one location to the other.

In Synchronous Transmission, data is sent in form of blocks or frames. This transmission is the full duplex type. Between sender and receiver the synchronization is compulsory. In Synchronous transmission, There is no gap present between data. It is more efficient and more reliable than asynchronous transmission to transfer the large amount of data.



Synchronous Transmission

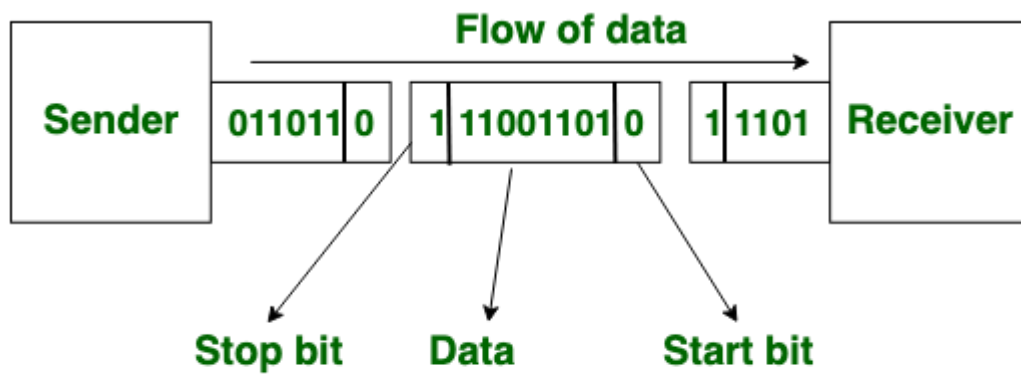
Asynchronous Transmission

Asynchronous Transmission is also known as start/stop transmission, sends data from the sender to the receiver using the flow control method. It

does not use a clock to synchronize data between the source and destination.

This transmission method sends one character or 8 bits at a time. In this method, before the transmission process begins, each character sends the start bit. After sending the character, it also sends the stop bit. With the character bits and start and stop bits, the total number of bits is 10 bits.

In Asynchronous Transmission, data is sent in form of byte or character. This transmission is the half duplex type transmission. In this transmission start bits and stop bits are added with data. It does not require synchronization.



Asynchronous Transmission