



SNS COLLEGE OF TECHNOLOGY

Coimbatore-37.

An Autonomous Institution



COURSE CODE & NAME : 23CSB302 & COMPUTER NETWORKS

Topic: Data representation and Data flow, Networks

Ms. VANITHA G

Assistant Professor

Department of Computer Science and Engineering

23CSB302 & COMPUTER NETWORKS/ CSE/SNSCT



Data representation and Data flow, Networks

Data representation

- Numbers
- Text
- Images
- Audio
- Video

Data flow

- Simplex
- Half-duplex
- Full-duplex



Numbers

- Numbers are not represented as ASCII but by bit patterns.
- Numbers are directly converted into binary representation to specify mathematical operations.
- The 0s and 1s used to represent digital data.
- The number system that humans normally use is in base 10.

Number File Formats –

Integer, Fixed point, Date, Boolean, Decimal, etc.

- **Example :**

For example, if you want to write the number 60338 in expanded form you might have written it as $60338 = 60000 + 300 + 30 + 8$.



Texts

- Data in text format is represented using bit patterns (combinations of two binary bits - 0 and 1).
- Textual data is nothing but a string, and a string is a collection of characters.
- **Unicode:**
 - It is the universal standard of character encoding.
 - It gives a unique code to almost all the characters in every language spoken in the world.
 - It defines more than 1 40 000 characters.
 - It even defined codes for emojis.
 - The first 128 characters of Unicode point to ASCII characters.
 - ASCII is yet another character encoding format, but it has only 128 codes to 128 characters. Hence, ASCII is a subset of Unicode.
- **File extensions:**
 - .doc, .docx, .pdf, .txt, etc.
- **For example:**
 - Word: H
 - Unicode representation: U+0048



Image

- Image data is also transferred as a stream of bits like textual data.
- An image, also called a picture, is a collection of little elements called "**Pixels**".
- A single pixel is the smallest addressable element of a picture, and it is like a dot with a size of 1/96 inch/ 0.26 mm.
- The dimensions of an image are given by the **number of pixels along the height of the image X Number of pixels along the width of the image**.
- **For example**, an image consists of only either black or white colors, only one bit will be enough to represent the pixels:
 - **White – 1 Black - 0**
- **File extensions:** .jpg, jpeg, .png, etc.



Audios

- Transferring an audio signal is different from other formats.
- Audio is broadcasting recorded sound or music.
- An audio signal is **generated as an analog wave, converted into digital format** to be stored in a computer by representing the wave amplitude at moments in bits.
- Another parameter is the sample rate.
- It represents the number of samples or, in other words, samples saved.
- The audio quality depends **on the sampling rate** and the **bit rate**.

File extensions: .mp3, .m4a, .WAV, .AAC, etc.



Videos

- A video is a **collection of frames**; each frame is a **picture** with the same or different dimensions.
- All the frames/ images are displayed continuously, one after the other, to show a video in movement.

analyze data about the video like:

- **FPS** (Frames per second)
- Duration of the video
- Image resolution (Number of pixels Horizontally X Vertically)
- Bit depth (Number of bits required to represent a pixel -> number of colors)



Videos

- A video is a **collection of frames**; each frame is a **picture** with the same or different dimensions.
- All the frames/ images are displayed continuously, one after the other, to show a video in movement.

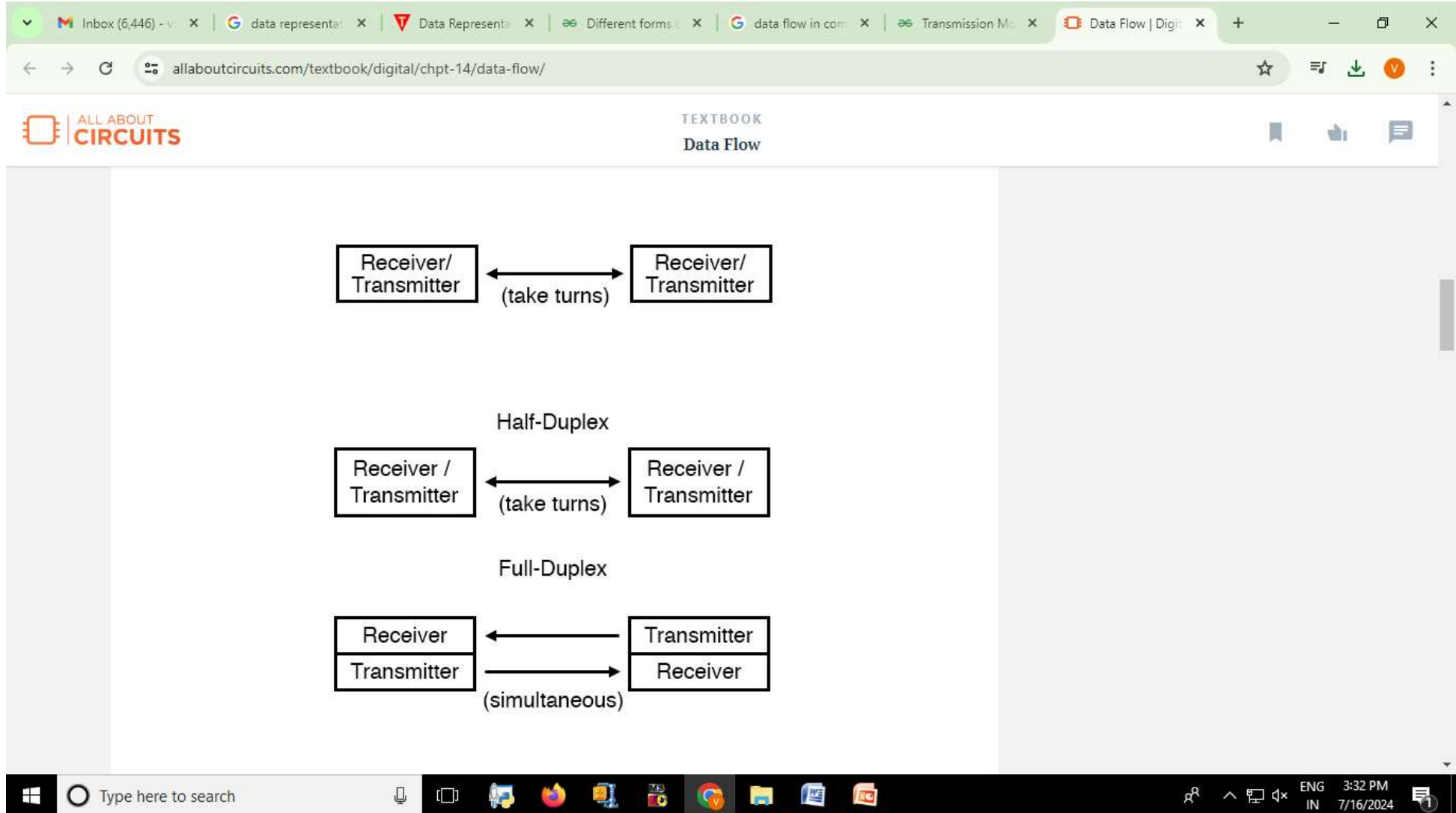
analyze data about the video like:

- **FPS** (Frames per second)
- Duration of the video
- Image resolution (Number of pixels Horizontally X Vertically)
- Bit depth (Number of bits required to represent a pixel -> number of colors)

File extensions: .mp4, .MOV, .AVI, etc.



Data Flow





THANK YOU