Byte Stuff

#include<stdio.h>

#include<string.h>

void reciever();

char frames[1024];

int main()

{

int n,len,i;

char buffer[256],length[10];

printf("How many frames you want to send: ");

bzero(buffer,256);

scanf("%d",&n);

for(i=0;i<n;i++)

{

printf("Enter frame\n");

scanf("%s",buffer);

printf("String length of buffer is %d\n",strlen(buffer));

len=strlen(buffer);

len=len+1;

sprintf(length,"%d",len);

strcat(frames,length);

strcat(frames,buffer);

}

for(i=0;frames[i]!='\0';i++)

printf("%c",frames[i]);

reciever();

return 0;

}

void reciever()

{

int i=0,framelen,lpvar;

char leninchar;

printf("\n\nThis is the reciever\n");

printf("\nData recieved is %s",frames);

while(frames[i]!='\0')

{

leninchar=frames[i];

framelen=(int)leninchar-(int)'0';

printf("\nLength of this frame is %d\n",framelen);

printf("\nFrame ----->");

lpvar=i+framelen;

i=i+1;

while(i<lpvar)

{

printf("%c",frames[i++]);

}

printf("\n");

}

}

