

cc Online C Compiler

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Online C Compiler

Practice C problems from our roadmap

C

Run

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 /* Helper: append a char to dynamic string */
6 static void append_char(char **s, size_t *len, size_t *cap, char c) {
7     if (*len + 1 >= *cap) {
8         *cap = (*cap == 0) ? 64 : (*cap * 2);
9         *s = realloc(*s, *cap);
10        if (!*s) { perror("realloc"); exit(1); }
11    }
12    (*s)[(*len)++] = c;
13    (*s)[*len] = '\0';
14 }
15
16 /* Bit-stuff: insert '0' after five consecutive '1's */
17 char *bit_stuff(const char *input) {
18     if (!input) return NULL;
19     size_t cap = 0, len = 0;
20     char *out = NULL;
21     int count1 = 0;
22
23     for (size_t i = 0; input[i] != '\0'; ++i) {
24         char b = input[i];
25         if (b != '0' && b != '1') continue;
26         append_char(&out, &len, &cap, b);
27
28         if (b == '1') {
29             count1++;
30             if (count1 == 5) {
31                 append_char(&out, &len, &cap, '0'); // Stuffed bit
32                 count1 = 0;
33             }
34         } else {
35             count1 = 0;
36         }
37     }
38     return out;
39 }
```

Enter Input here

If your code takes input, add it in the above box before running.

Output

Status : Successfully executed

Time: 0.0000 secs

Memory: 1.548 Mb

Your Output

Original : 011111101110111110111110
stuffed : 0111111011101111100111111010
unstuffed : 0111111011101111101111110

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C

```
34     } else {
35         count1 = 0;
36     }
37 }
38 return out;
39 }
40
41 /* Bit-unstuff; remove the '0' after five consecutive '1's */
42 char *bit_unstuff(const char *input) {
43     if (!input) return NULL;
44     size_t cap = 0, len = 0;
45     char *out = NULL;
46     int count1 = 0;
47
48     for (size_t i = 0; input[i] != '\0'; ++i) {
49         char b = input[i];
50         if (b != '0' && b != '1') continue;
51
52         if (b == '1') {
53             append_char(&out, &len, &cap, '1');
54             count1++;
55         } else {
56             if (count1 == 5) {
57                 // skip stuffed 0
58                 count1 = 0;
59                 continue;
60             } else {
61                 append_char(&out, &len, &cap, '0');
62                 count1 = 0;
63             }
64         }
65     }
66     return out;
67 }
68 }
```

Run

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Your Output

Original : 011111101110111110111110

stuffed : 0111110101110111110011111010

unstuffed : 011111101110111110111110

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56             if (count1 == 5) {
57                 // skip stuffed 0
58                 count1 = 0;
59                 continue;
60             } else {
61                 append_char(&out, &len, &cap, '0');
62                 count1 = 0;
63             }
64         }
65     }
66     return out;
67 }
68
69 int main(void) {
70     const char *input = "011111101110111110111110";
71 }
```

Run

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Your Output

Original : 011111101110111110111110

stuffed : 0111110101110111110011111010

unstuffed : 011111101110111110111110

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52         if (b == '1') {
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54             count1++;
55         } else {
56             if (count1 == 5) {
57                 // skip stuffed 0
58                 count1 = 0;
59                 continue;
60             } else {
61                 append_char(&out, &len, &cap, '0');
62                 count1 = 0;
63             }
64         }
65     }
66     return out;
67 }
68
69 int main(void) {
70     const char *input = "011111101110111110111110";
71
72     char *stuffed = bit_stuff(input);
73     char *unstuffed = bit_unstuff(stuffed);
74
75     printf("Original : %s\n", input);
```

Run

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Your Output

Original : 011111101110111110111110

Stuffed : 011111010111011110011111010

Unstuffed : 011111101110111110111110

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