Bit Stuffing

```
# include<stdio.h>
#include<string.h>
int main()
{
  int a[20],b[30],i,j,k,count,n;
  printf("Enter frame size (Example: 8):");
  scanf("%d",&n);
  printf("Enter the frame in the form of 0 and 1 :");
  for(i=0; i<n; i++)
    scanf("%d",&a[i]);
  i=0;
  count=1;
  j=0;
  while(i<n)
  {
    if(a[i]==1)
    {
      b[j]=a[i];
      for(k=i+1; a[k]==1 && k<n && count<5; k++)
      {
        j++;
        b[j]=a[k];
        count++;
        if(count==5)
        {
```

```
j++;
               b[j]=0;
            }
            i=k;
         }
      }
      else
         b[j]=a[i];
      }
      i++;
     j++;
  printf("After Bit Stuffing :");
  for(i=0; i<j; i++)
      printf("%d",b[i]);
   return 0;
}
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     After Bit Stuffing :011111001
        if(a[i]==1)
{
           b[j]=a[i];
for(k=i+1; a[k]==1 && k<n && count<5; k++)
{
             j++;
b[j]=a[k];
count++;
if(count==5)
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```