```
stuff[j] = '10';
printf("\n The stuffed character string is");
printf("\n %s", stuff);
printf("\n The unstuffed character string is");
printf("\n %s \n", in);
}.
```

Output:

```
Enter the bit size : 24
Enter the bits in 0's and 1's : 111111111111111111111111
The stuffed character string is : 111110111110111110111110111
The unstuffed character string is : 111111111111111111111111
```

Sulai 4/10

AIM:-

To write a program to implement Bit-stuffing.

program:-

```
#include<stdio.h>
#include<stdlib.h>
#define MAXSIZE 100
void main()
{
  char in[MAXSIZE];
  char stuff[MAXSIZE];
  char unstuff[MAXSIZE];
  int count=0,j=0,i=0;
  printf("enter the input character string(0'es & 1'es only:)");
  scanf("%s",in);
  while(in[i]!='10')
  {
     if(in[i]!='10')
     {
       stuff[j]=i;
       n[i];i++;
       j++;
     }
    else
    {
       while(in[i]=='1' && count!=5)
       {
         count++;
         stuff[j]=i;
         n[i];i++;
         j++;
       }
       if(count==5)
       {
         stuff[j]='0';
         j++;
       }
       count=0;
    }
}
```