

```

1 import java.io.*;
2 import java.net.*;
3 public class udpdnsclient { public static void main(String args[]) throws IOException
4 { BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
5 DatagramSocket clientsocket = new DatagramSocket(); InetAddress ipaddress;
6 if (args.length == 0)
7 ipaddress = InetAddress.getLocalHost();
8 else ipaddress = InetAddress.getByName(args[0]);
9 byte[] senddata = new byte[1024]; byte[] receivedata = new byte[1024];
10 int portaddr = 1362; System.out.print("Enter the hostname : ");
11 String sentence = br.readLine();
12 senddata = sentence.getBytes();
13 DatagramPacket pack = new DatagramPacket(senddata, senddata.length, ipaddress, portaddr);
14 clientsocket.send(pack);
15 DatagramPacket recvpack = new DatagramPacket(receivedata, receivedata.length); clientsocket.receive(recvpack); String modified = new String
16 System.out.println("IP Address: " + modified);
17 clientsocket.close(); }
18

```

```

C:\Windows\System32\cmd.e
Microsoft Windows [Version 10.0.22631.2506]
(c) Microsoft Corporation. All rights reserved.

D:\form>javac udpdnsserver.java

D:\form>java udpdnsserver
Press Ctrl + C to Quit
Request for host yahoo.com

```

```

C:\Windows\System32\cmd.e
Microsoft Windows [Version 10.0.22631.2506]
(c) Microsoft Corporation. All rights reserved.

D:\form>javac udpdnscilent.java
error: file not found: udpdnscilent.java
Usage: javac <options> <source files>
use --help for a list of possible options

D:\form>javac udpdnscilent.java
udpdnscilent.java:12: error: cannot find symbol
  Senddata = sentence.getBytes();
  ^
  symbol:   variable Senddata
  location: class udpdnscilent
1 error

D:\form>javac udpdnscilent.java

D:\form>java udpdnscilent
Enter the hostname : yahoo.com
IP Address: 68.180.206.184

D:\form>

```

main.c

```
1 #include <stdio.h>
2 int main() {
3     char data[20], stuffedData[30];
4     int i, j, count;
5     printf("Enter the data: ");
6     scanf("%s", data);
7     // Initialize variables
8     i = 0;
9     j = 0;
10    count = 0;
11    // Perform bit stuffing
12    while (data[i] != '\0') {
13        stuffedData[j] = data[i];
14        if (data[i] == '1') {
15            count++;
16        } else {
17            count = 0;
18        }
19        if (count == 5) {
20            stuffedData[++j] = '0';
21            count = 0;
22        }
23        i++;
24        j++;
25    }
26    stuffedData[j] = '\0';
27    printf("Original Data: %s\n", data);
28    printf("After Bit stuffing: %s\n", stuffedData);
29    return 0;
30 }
```

/tmp/zqlG91WOMn.o  
Enter the data: 1011111100110  
Original Data: 1011111100110  
After Bit stuffing: 10111110100110