**Main.c**

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mainLab4.c: computes the crcSlow() of a message and

appends the crc to the message. Also shows

the effect of the changes to the message on

the computed crc.

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#pragma warning (disable:6387)

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include "crc.h"

void main() {

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- test crcSlow() on a buffer

- Append the computed crc to the message buffer

- change some bits to see the effect on the computed crc

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char message[] = "123456789"; //message buffer

int mBytes = strlen(message);

int newMessageSize = mBytes + 5 + 3;

char compCRCstring[5]; //string version of crc

char\* newMessage = (char\*)malloc(newMessageSize \* sizeof(char)); //sizeof(message)\_0x + crc(5 bytes)

for (int i = 0; i <= mBytes; i++) {

crc compCRC = crcSlow(message, strlen(message));

sprintf\_s(compCRCstring, 5, "%x", compCRC);

strcpy\_s(newMessage, newMessageSize, message);

strcat\_s(newMessage, newMessageSize, "\_0x");

strcat\_s(newMessage, newMessageSize, compCRCstring);

printf("%s\n", newMessage);

message[i] = '0';

}

}

**Output.c**

