# Computer Networks Assignment 4

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Implement the following datalink layer framing methods:

- 1) Bit stuffing
- 2) Character stuffing

## 1. Bit Stuffing:

```
#include <bits/stdc++.h>
using namespace std;
bool validateData(string& s) {
   if(!s.size()) return false;
   for(int i = 0;i<s.size();i++){</pre>
       if(s[i]!='1' && s[i]!='0') return false;
string frame(string& s) {
   string res = "";
   for(int i = 0;i<s.size();i++){</pre>
       if(s[i]=='1'){
           res += '0';
```

```
return res;
string deframe(string& s) {
  string res = "";
       res += s[i];
       if(s[i]=='0'){
   return res;
int main(){
  if(!validateData(s)){
       cout<<"Data is not valid! Please enter valid Data!";</pre>
   string framedData = frame(s);
   cout<<"Framed Data:- "<<framedData<<endl;</pre>
   if(!deframedData){
       cout<<"Invalid Framed Data!"<<endl;</pre>
```

```
if(!s.compare(deframedData)) {
    cout<<"Original Data and Deframed Data matched Successfully!"<<endl;
}else {
    cout<<"Original Data and Deframed Data did not match!"<<endl;
}
return 0;
}</pre>
```

#### Output:

## 2. Character Stuffing:

```
#include <bits/stdc++.h>
#define DLE 10
#define STX 2
#define ETX 3
using namespace std;
bool validateData(string& s) {
   if(!s.size()) return false;
string frame(string& s) {
  string res;
  res += DLE;
       res += s[i];
       if(s[i]==DLE) res += DLE;
   res += DLE;
   res += ETX;
   return res;
string deframe(string& s) {
  string res = "";
  if(s.size()<4) return NULL;</pre>
   if(s[0]!=DLE && s[1]!=STX) return NULL;
   if(s[s.size()-2]!=DLE && s[s.size()-1]!=ETX) return NULL;
       res += s[i];
```

```
if(s[i] == DLE) {
            if(i+1<s.size() && s[i]!=DLE) return NULL;</pre>
            else{
                 i++;
   return res;
void print(string& s) {
   for(auto i: s) cout<<(int)i<<" ";</pre>
   cout<<endl;</pre>
int main(){
       cout<<"Data is not valid! Please enter valid Data!";</pre>
   cout<<"Framed Data:- "<<endl;</pre>
   cout<<freedData<<endl;</pre>
   print(framedData);
   cout<<endl;</pre>
   if(deframedData.empty()){
       cout<<"Invalid Framed Data!"<<endl;</pre>
```

```
cout<<"Deframed Data:- "<<endl;
cout<<deframedData<<endl;
print(deframedData);
cout<<endl;

if(!s.compare(deframedData)){
    cout<<"Original Data and Deframed Data matched Successfully!"<<endl;
}else{
    cout<<"Original Data and Deframed Data did not match!"<<endl;
}
return 0;</pre>
```

### Output:

```
krhero@hellblazer:/mnt/0FB812900FB81290/BTech/Assignments/3rd_Year/CN/Assignment_5$ ./a.out
Enter Data to be Framed:- asdwqewqe
Framed Data:-
asdwqewqe

10 2 97 115 100 119 113 101 119 113 101 10 3

Deframed Data:-
asdwqewqe
97 115 100 119 113 101 119 113 101

Original Data and Deframed Data matched Successfully!
```