**1. Framing Method**

**1.1) Implement data link layer framing method of Character stuffing.**

#include<stdio.h>

#include<stdlib.h>

#include<string.h>

int main()

{

char txt[30],app;

int position,i;

printf("\nEnter the text:");

scanf("%s",txt);

printf(" Enter character to insert:");

scanf(" %c",&app);

printf("\nEnter the position lessthan %d:",strlen(txt));

scanf("%d",&position);

printf("dlestx");

for(i=0;i<strlen(txt);i++)

{

if(position==i)

{

printf("dle%cdle%c",app,txt[i]);

}

else

{

printf("%c",txt[i]);

}

}

printf("dletxt\n");

return 0;

}

**Output:**

