Design a C program to implement bit stuffing, encoding

and decoding concept in data link layer.

#include<stdio.h>

#include<stdlib.h>

void sender()

int main(void)

{

void sender();

{

int i,j,n;

int count=0;zero=0,zerocounter=0;

int result[i],msg[i];

printf("ent the msg length");

scanf("%d",&n);

printf("ent the message");

for(i=0;i<n;i++)

{

scanf("%d",a[i]);

if(i==0)

result[i]=msg[i];

i++;

zerocounter+=1;

else (i=1)

result[i]=msg[i];

i++;

count++;

}

result[0]=0;

result[1]=1;

result[2]=1;

result[3]=1;

result[4]=1;

result[5]=1;

result[6]=1;

result[7]=0;

j=8;

if((count==5)&&zero=0)

{

for(i=0;i<n;i++)

result[i]=0;

if(count<5)

{

i++;

count=0;

}

else

if(count=0)

{

result[i]=msg[i];

i++;

count++;

}

result[j++]=0;

result[j++]=1;

result[j++]=1;

result[j++]=1;

result[j++]=1;

result[j++]=1;

result[j++]=1;

result[j++]=0;

printf("\n");

printf("\n the bit stuffed message is");

for(i=0;i<n;i++)

{

printf("%d",result[i]);

}

for(i=0;i<n;i++)

printf("unstuffed data is %d",msg[i]);

}

}

OUTPUT

Text

Description automatically generated