HAMING CODE:

```
#include<bits/stdc++.h>
using namespace std;
int find_r(int r){
int r bit=1;
for(int i=0;i<r;i++){
    r_bit=r_bit*2;
return r_bit;
int main(){
int m,r=0,msg[50],word[60],i,j,k,parity,c;
cout<<"enter the size of message"<<endl;</pre>
cin>>m;
while(1){
    if((m+r+1)<=find_r(r))</pre>
        break;
    r++;
cout<<"enter the data bits here..."<<endl;</pre>
for(int i=1;i<=m;i++){
    cin>>msg[i];
j=1;k=0;
for(int i=1;i <= (m+r);i++){
    if(i==find_r(k)){
        word[i]=5;
        k++;
    else{
        word[i]=msg[j];
        j++;
 for(i=1;i<=(r+m);i++){
    if(word[i]==5){
        word[i]=0;
        parity=0;
        for(j=i;j<=(m+r);j++){
            for(k=0;k<i;k++){
                if(word[j]==1){
```

```
parity++;
                 j++;
             j=j+i-1;
        if(parity%2==0){
             word[i]=0;
        else{
             word[i]=1;
for example if m=6 and r=4
    data=1 0 1 1 1 1
    1 2 3 4 5 6 7 8 9 10
cout<<"all the bits including redundant bits are:"<<endl;</pre>
for(int i=1;i<=(m+r);i++){
cout<<word[i]<<" ";</pre>
cout<<endl;</pre>
cout<<"Enter the generated bits..."<<endl;</pre>
for(i=1;i<=(m+r);i++){
    cin>>word[i];
c=0;
for(i=1;i<=(m+r);i++){
    if(i==find_r(c)){
        //word[i]=0;
        C++;
        parity=0;
        for(j=i;j<=(m+r);j++){
             for(k=0;k<i;k++){</pre>
                 if(word[j]==1){
                     parity++;
                 j++;
```

```
    j=j+i-1;
}
if(word[i]==1){
    parity--;
}

//checking for the error
if(parity%2==0 && word[i]==1){
    cout<<"error occured at position: "<<i<<endl;
    word[i]=0;
    break;
}
if(parity%2==1 && word[i]==0){
    cout<<"error occured at position: "<<i<<endl;
    word[j]=1;
    break;
}
}
cout<<"Word after the error correction bits are: "<<endl;
for(i=1;i<=(m+r);i++){
    cout<<word[i]<<" ";
}
}</pre>
```

OUTPUT:

```
PS D:\CP\Recursion> cd "d:\CP\Recursion\"; if ($?) { g++ ruf.cpp -o ruf }; if ($?) { .\ruf } enter the size of message 3 enter the data bits here...

1
0
1
all the bits including redundant bits are:
1 0 1 1 0 1
Enter the generated bits...
```

```
1
0
0
1
1
0
1
0
1
word after the error correction bits are:
0 0 0 1 0 1
```