```
main.c
                                                   [] ÷
                                                                ∝ Share
                                                                              Run
                                                                                         Output
                                                                                                                                                              Clear
                    if (data[i] == '1') {
                                                                                      *Enter the data stream (binary, max 99 bits): 101101
R
                        stuffed_data[j++] = data[i]; // Add it to the stuffed
                                                                                       Original data: 101101
                                                                                       Stuffed data: 101101
                        count++; // Increment the count of consecutive '1's
// If we have five consecutive '1's, insert a '0'
if (count == 5) {
5
                            stuffed_data[j++] = '0';
$
                            count = 0; // Reset the counter
0
                    else {
0
                        stuffed_data[j++] = data[i]; // Add it to the stuffed
0
                        count = 0; // Reset the counter
JS
                stuffed_data[j] = '\0'; // Null-terminate the stuffed data
               printf("Original data: %s\n", data);
printf("Stuffed data: %s\n", stuffed_data);
E
```



































































