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### **Experiment-2**

### **W.A.P to implement Bit stuffing and De-stuffing in a bitstream.**

#include<stdio.h>

#include<stdlib.h>

#define MAXSIZE 100

int main()

{

char \*p,\*q;

char temp;

char in[MAXSIZE];

char stuff[MAXSIZE];

char destuff[MAXSIZE];

int count=0;

printf("enter the input character string :");

scanf("%s",in);

p=in;

q=stuff;

while(\*p!='\0')

{ if(\*p=='0')

{

\*q=\*p;

q++;

p++;

}

else

{

while(\*p=='1' && count!=5)

{

count++;

\*q=\*p;

q++;

p++;

}

if(count==5)

{

\*q='0';

q++;

}

count=0;

}

}

\*q='\0';

printf("\nthe stuffed character string is");

printf("\n%s",stuff);

p=stuff;

q=destuff;

while(\*p!='\0')

{

if(\*p=='0')

{

\*q=\*p;

q++;

p++;

}

else

{

while(\*p=='1' && count!=5)

{

count++;

\*q=\*p;

q++;

p++;

}

if(count==5)

{

p++;

}

count=0;

}

}

\*q='\0';

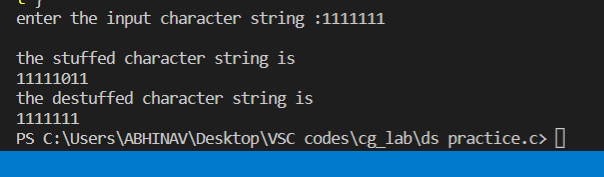
printf("\nthe destuffed character string is");

printf("\n%s\n",destuff);

return 0;

}

**Output:-**

****