

#include &lt;stdio.h&gt;

char

m[50], g[50], r[50], q[50], temp[50];

void caltrans(int);

void crc(int);

void calram();

void shiftl();

int main()

{  
int n, i = 0;

char ch; flag = 0;

printf("Enter the frame bits:");

while ((ch = getc(stdin)) != '\n')

m[i++] = ch;

n = i;

for (i = 0; i &lt; 16; i++)

m[n++] = '0';

m[n] = '\0';

printf("Message after appending 16 zeros: %s", m);

for (i = 0; i &lt; 16; i++)

g[i] = '0';

g[0] = g[4] = g[8] = g[12] = g[16] = '1'; g[17] = '\0';

printf("\n generator: %s", g);

crc(n);

printf("\n\n quotient: %s", q);

caltrans(n);

printf("\n transmitted frame: %s", m);

printf("\n Enter transmitted frame");

scanf("%s", m);

printf("CRC checking\n");

crc(n);

printf("\n\n last remainder: %s", r);



```

for (i=0; i<16; i++)
    if (r[i] != '0')

```

```

    flag = 1;
    else

```

```

        continue;

```

```

    if (flag == 1)

```

```

        printf("Error during transmission");
    else

```

```

        printf("\n Received frame is correct");
    }

```

```

void crc16()
{

```

```

    int i, j;

```

```

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

```

```

        temp[i] = m[i];

```

```

        printf("\n intermediate remainder \n");
    for (i=0; i<n-16; i++)
    {

```

```

        if (r[i] == '1')
        {

```

```

            q[i] = '1';

```

```

            crcram(i);
        }

```

```

    else
    {

```

```

        q[i] = '0';
        shiftl(i);
    }

```

```

}

```

```

r[16] = m[17+i];

```

```

r[17] = '0';

```

```

printf("\n remainder 7. d: 7. s, " i+1, r);

```

```

for (j=0; j<=17; j++)

```

```

    temp[j] = r[j];
}

```



```
q[n-16] = '0';  
}
```

```
void calram()
```

```
{
```

```
int i, j;
```

```
for (i = 1; i <= 16; i++)
```

```
r[i-1] = ((int)temp[i]-48) ^ ((int)q[i]-48) + 48;  
}
```

```
void shift()
```

```
{
```

```
int i;
```

```
for (i = 1; i <= 16; i++)
```

```
r[i-1] = r[i];
```

```
}
```

```
void cattrans (int n)
```

```
{
```

```
int i, k = 0;
```

```
for (i = n-16; i < n; i++)
```

```
m[i] = ((int)m[i]-48) ^ ((int)r[k]-48) + 48;
```

```
m[i] = '0';
```

```
}
```