#include <stdio.h>

#include <stdlib.h>

struct Packet {

unsigned short length;

unsigned short data\_type;

unsigned char data;

};

// Function to extract payload from the input data

unsigned char\* extract\_payload(const unsigned char\* input\_array, size\_t array\_size) {

// Check if the array size is valid

if (array\_size < 5) {

printf("Invalid input array size.\n");

return NULL;

}

// Create a new array to store the payload

size\_t payload\_size = array\_size - 5; // Subtract header size

unsigned char\* payload = (unsigned char\*)malloc(payload\_size);

if (!payload) {

printf("Memory allocation failed.\n");

return NULL;

}

// Copy the payload data

for (size\_t i = 5; i < array\_size; ++i) {

payload[i - 5] = input\_array[i];

}

return payload;

}

int main() {

unsigned char input\_array[] = {0x00, 0x02, 0x00, 0x11, 0x01, 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07, 0x08, 0x09, 0x10};

size\_t array\_size = sizeof(input\_array) / sizeof(input\_array[0]);

unsigned char\* extracted\_payload = extract\_payload(input\_array, array\_size);

if (extracted\_payload) {

printf("Extracted payload data:\n");

for (size\_t i = 0; i < array\_size - 5; ++i) {

printf("%02X ", extracted\_payload[i]);

}

printf("\n");

ree(extracted\_payload);

}

return 0;

}