

```
1 #include <iostream>
3 using namespace std;
5 extern "C" {unsigned int bitstuffing(unsigned int a);}
7 int main () {
9     //unsigned int in = 0x0;
10    unsigned int in = 0xFFFFFFFF;
11    unsigned int out = bitstuffing(in);
12    //unsigned int verif = 0x04104104;
13    unsigned int verif = 0xFBEBEBFB;
15    if (out==verif) cout << endl << "OK: " << hex << out << dec << endl;
16    else cout << endl << "ERROR: " << hex << out << dec << endl;
17
18    return 0;
19 }
```

bitstuffing.cpp

```
1 CPU 386
3 GLOBAL bitstuffing
5 SECTION .data
7     ; variables du programme
9
11 SECTION .text
13 bitstuffing:
15     PUSH EBP
16     MOV EBP, ESP
17     MOV EAX, [EBP+8] ; place le message (parametre) dans le registre EAX
19
20     ; votre code ici
21
22
23
24
25
26
27 end: ; a la fin, votre résultat doit se trouver dans EAX
```

29

LEAVE
RET

bitstuffing.asm