#include<stdio.h>

#include<string.h>

int main()

{

char data[50],stuff[50];

int i,j,count,len;

printf("enterthedata\n");

scanf("%s",data);

len=strlen(data);

count=0;

j=0;

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

{

if(data[i]==

'1') count++;

else count=0;

stuff[j]=data[i];

j++;

if(count==5&&data[i+1]==

'1')

{

stuff[j]=

'0';

j++;

count=0;

}

}

printf("Stuffeddatais: \n01111110 %s 01111110",stuff);

return 0;

}

#include<stdio.h>

#include<conio.h>

#include<string.h>

#include<process.h>

int main()

{

{

int i=0,j=0,n,pos; char a[20],b[50],ch;

printf("enter string:\n");

scanf("%s",a);

n=strlen(a);

printf("enter position\n");

scanf("%d",&pos);

if(pos>n)

{

printf("invalid position,Enter again:");

scanf("%d",&pos);

}

printf("enter the character\n");

ch=getche();

b[0]='d';

b[1]='l';

b[2]='e';

b[3]='s';

b[4]='t';

b[5]='x';

j=6;

while(i<n)

{

if(i==pos-1)

{

b[j]='d';

b[j+1]='l';

b[j+2]='e';

b[j+3]=ch;

b[j+4]='d';

b[j+5]='l';

b[j+6]='e';

j=j+7;

}

if(a[i]=='d'&&a[i+1]=='l'&& a[i+2]=='e')

{

b[j]='d';

b[j+1]='l';

b[j+2]='e';

j=j+3;

}

b[j]=a[i];

i++;

j++;

}

b[j]='d';

b[j+1]='l';

b[j+2]='e';

b[j+3]='e';

b[j+4]='t';

b[j+5]='x';

b[j+6]='\0';

printf("\n frame after stuffing: \n");

printf("%s",b);

return 0;

}

}