

OSCN LAB – 04

Name: MOHAMMED FARNAS ALI MUDABBIR

ROLL NUMBER: 2503B05136

Write a C++ program to implement Hamming Code for error detection and correction.

Requirements:

1. Accept a binary data string as input.
2. Determine the number of **redundant bits** required.
3. Insert the redundant bits into appropriate positions (1, 2, 4, 8, ...).
4. Calculate and set the **parity bits** using **even parity** logic.
5. Display the **final data packet** (data bits + redundant bits) to be transmitted.
6. Simulate the **receiver side** to:
 - Recalculate parity bits.
 - Detect if there is any **single-bit error**.
 - Display the **position of the erroneous bit** or confirm **no error** if data is correct.

Example Output:

Input data: 1011001

The data packet to be sent is: 1 0 1 0 1 1 0 1

Correct data packet received

CODE:

```
#include <iostream>

#include <cmath>

#include <vector>

using namespace std;
```

```

int calcRedundantBits(int m) {
    int r = 0;
    while (pow(2, r) < (m + r + 1)) {
        r++;
    }
    return r;          // Return final redundant bits count
}

```

```

vector<int> insertParityBits(const vector<int>& data, int r) {
    int m = data.size();
    int total = m + r;
    vector<int> hamming(total + 1);
    int j = 0;          // Pointer for data bits

    for (int i = 1; i <= total; i++) {

        if ((i & (i - 1)) == 0) {
            hamming[i] = 0;    // Set parity bit placeholder
        } else {
            hamming[i] = data[j++]; // Fill data bit
        }
    }

    return hamming;        // Return packet with parity spots
}

```

// Function to calculate parity bits (EVEN parity)

```

void setParityBits(vector<int>& hamming, int r) {
    int total = hamming.size() - 1; // Total bits (1-indexed)

    // For each parity bit
    for (int i = 0; i < r; i++) {
        int pos = pow(2, i);    // Position of parity bit (1,2,4,8...)
        int count = 0;          // Count of 1s for parity check
    }
}

```

```

// Check bits that influence this parity bit
for (int j = 1; j <= total; j++) {
    if (j & pos) {        // If this bit participates in parity
        count += hamming[j]; // Add the bit value
    }
}

hamming[pos] = count % 2; // Set even parity ? parity = count mod 2
}
}

// Function to detect error at receiver side
int detectError(const vector<int>& hamming, int r) {
    int total = hamming.size() - 1; // Total bits
    int errorPos = 0;               // Store error position
    // Recalculate parity bits
    for (int i = 0; i < r; i++) {
        int pos = pow(2, i);        // Parity position
        int count = 0;              // Count of 1s
        // Check all bits related to this parity bit
        for (int j = 1; j <= total; j++) {
            if (j & pos) {          // If bit influences this parity bit
                count += hamming[j];
            }
        }
        // If parity doesn't match (count should be even)
        if (count % 2 != 0) {
            errorPos += pos;        // Add position to error index
        }
    }
    return errorPos;               // Return final error location
}

int main() {

```

```

string input;
cout << "Enter binary data: "; // Ask user for binary string
cin >> input;                // Read the input
vector<int> data;             // Vector to store bits
// Convert string characters to integers (0 or 1)
for (char c : input) {
    data.push_back(c - '0');
}
int m = data.size();         // Number of data bits
int r = calcRedundantBits(m); // Calculate redundant bits
// Insert parity bits into correct positions
vector<int> hamming = insertParityBits(data, r);
// Set actual parity values
setParityBits(hamming, r);
// Display final packet to be sent
cout << "\nThe data packet to be sent is: ";
for (int i = 1; i < hamming.size(); i++) {
    cout << hamming[i] << " ";
}
cout << "\n";
// Receiver-side simulation
cout << "\nSimulating receiver...\n";
int errorPos = detectError(hamming, r); // Recheck parity bits
// If errorPos is 0 ? no error found
if (errorPos == 0) {
    cout << "Correct data packet received\n";
} else {
    cout << "Error detected at position: " << errorPos << "\n";
    cout << "Correcting error...\n";
    // Flip the erroneous bit (0?1 or 1?0)
    hamming[errorPos] ^= 1;
}

```

```

// Display corrected packet
cout << "Corrected data packet: ";
for (int i = 1; i < hamming.size(); i++) {
    cout << hamming[i] << " ";
}
cout << "\n";
}
return 0;                // End of program
}

```

OUTPUT:

