

```

int main() {
    char data[20], stuffedData[30];
    int i, j, count;
    printf("Enter the data: ");
    scanf("%s", data);
    // Initialize variables
    i = 0;
    j = 0;
    count = 0;
    // Perform bit stuffing
    while (data[i] != '\0') {
        stuffedData[j] = data[i];
        if (data[i] == '1') {
            count++;
        } else {
            count = 0;
        }
        if (count == 5) {
            stuffedData[++] = '0';
            count = 0;
        }
        i++;
        j++;
    }
    stuffedData[j] = '\0';
    printf("Original Data: %s\n", data);
    printf("After Bit stuffing: %s\n", stuffedData);
    return 0;
}

```