EXPERIMENT - 4

DATE: IMPLEMENT BYTE / CHARACTER STUFFING

AIM: To implement character stuffing

ALGORITHM: Byte stuffing is inserting flag bytes at start and of frame and escape sequence before a flag or escape byte in message

CODE:

```
#include<stdio.h>
#include<conio.h>
void main()
{ char frame[20], str[50];
  char flag = 'z';
  char esc = 'x';
  int i,j,k=0,n;
  frame[k++] = 'z';
  printf("Enter string\n");
  gets(str);
  for(j=0; j<strlen(str); j++)
  { if(str[j]==flag && str[j]!=esc)
      frame[k++]=str[j];
```

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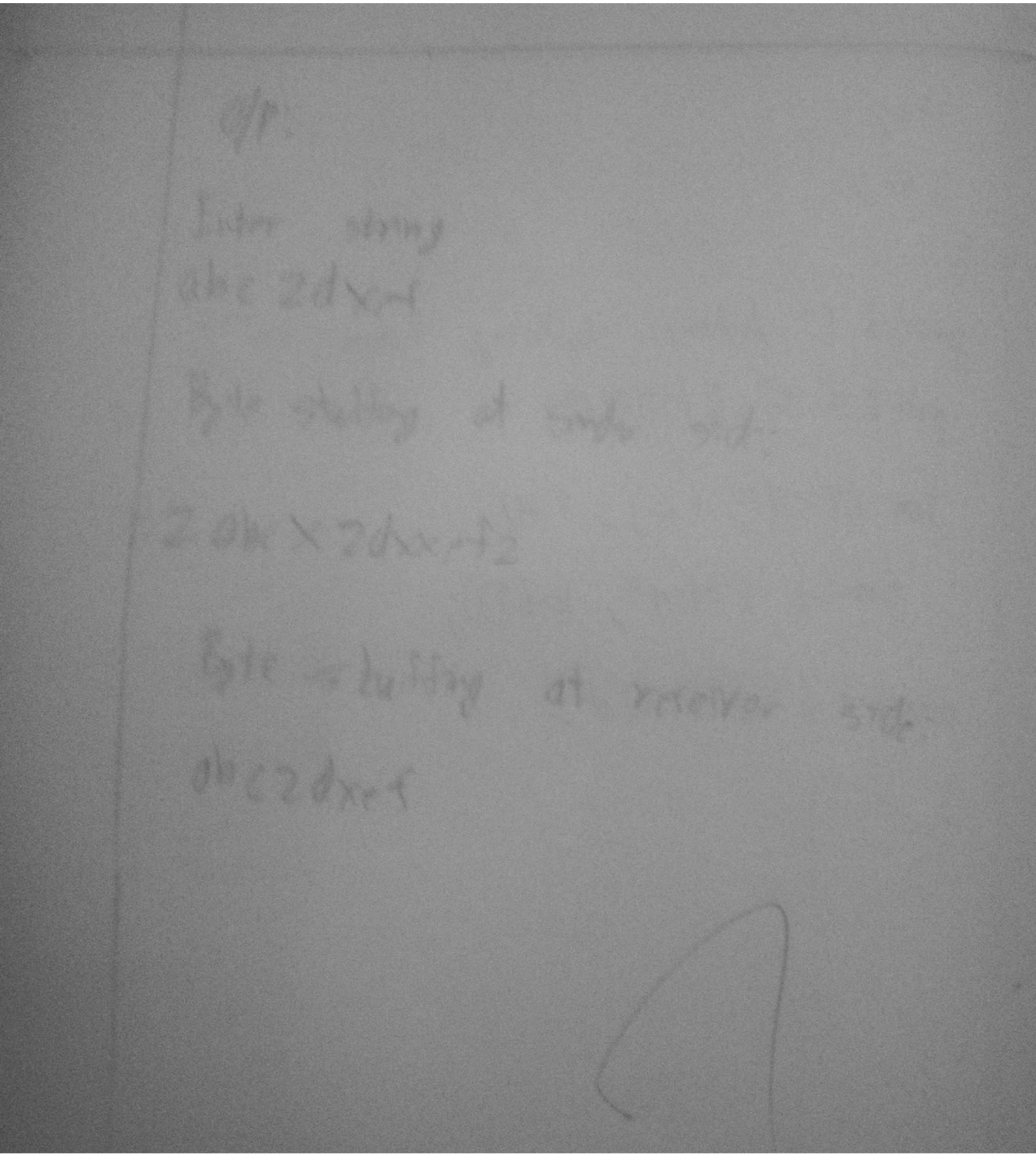
```
else
  {
    frame[k++] = '*';
    frame[k++] = str[j];
  }
}

frame[k++] = '2';
frame[k++] = '\0';
printf("\n Byte stuffing at sender
side:\n\n");
for(j=0; j<k; j++)
  printf("%c", frame[j]);
printf("\n Byte stuffing at receiver side
\n\n");
for(j=0; i<k; i++)
{
    if (frame[i] == '*' || frame[i] == '2')
        i++;
    printf("%c", frame[i]);
  }
}
```



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