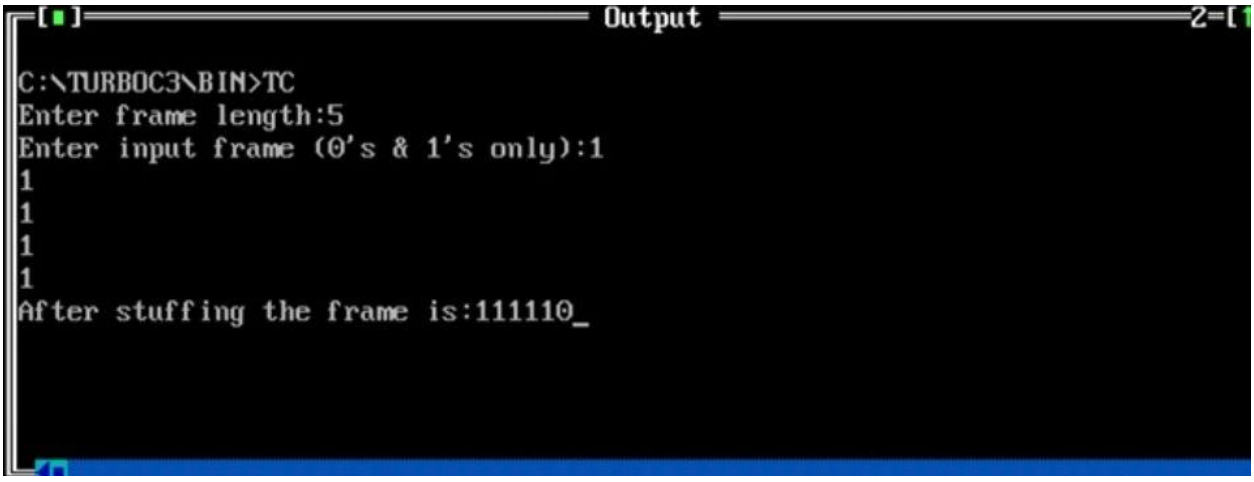
Write a program to implement bit stuffing :

```
#include<stdio.h>
#include<string.h>
int main()
{
    int a[20],b[30],i,j,k,count,n;
    printf("Enter frame size (Example: 8):");
    scanf("%d",&n);
    printf("Enter the frame in the form of 0 and 1 :");
    for(i=0; i<n; i++)
        scanf("%d",&a[i]);
    i=0;
    count=1;
    j=0;
    while(i<n)
    {
        if(a[i]==1)
        {
            b[j]=a[i];
            for(k=i+1; a[k]==1 && k<n && count<5; k++)
            {
                j++;
                b[j]=a[k];
                count++;
                if(count==5)
                {
                    j++;
                    b[j]=0;
                }
```

```
                i=k;
            }
        }
        else
        {
            b[j]=a[i];
        }
        i++;
        j++;
    }
    printf("After Bit Stuffing :");
    for(i=0; i<j; i++)
        printf("%d",b[i]);
    return 0;
}
```

Output :



Write a program to implement byte stuffing in c

```
#include<stdio.h>
#include<string.h>
Main(){
        Char a[20],b[20];
        Int I,n,j;
        Char f,s;
        Printf(“Enter the size of the frame : “);
        Scanf(“%d”,&n);
        N=n*2;
        Printf(“\nEnter the characters in frame : \n”);
        For(i=0;i<n;i++)
                Scanf(“%c”,&a[i]);
        Printf(“\n FRAME \n “);
        For(i=0;i<n;i++)
                Printf(“%c”,a[i]);
        J=0;
        For(i=0;i<n;i++)
        {
                If(a[i]==’f’)
                {
                        B[j]=’s’;
                        J++;
                        B[j]=a[i];

                }
                Else if(a[i]==’s’)
                {
                        B[j]=’s’;
```

```
                J++;
                B[j]=a[i];
        }
        Else
                B[j]=a[i];

        J++;
    }
    Printf(“\n RESULT \n”);
    Printf(“f”);
    For(i=0;i<j;i++)
    {
        Printf(“\n”);
        Printf(“%c”,b[i]);
    }
    Printf(“\nf”);
}
```

Output: