

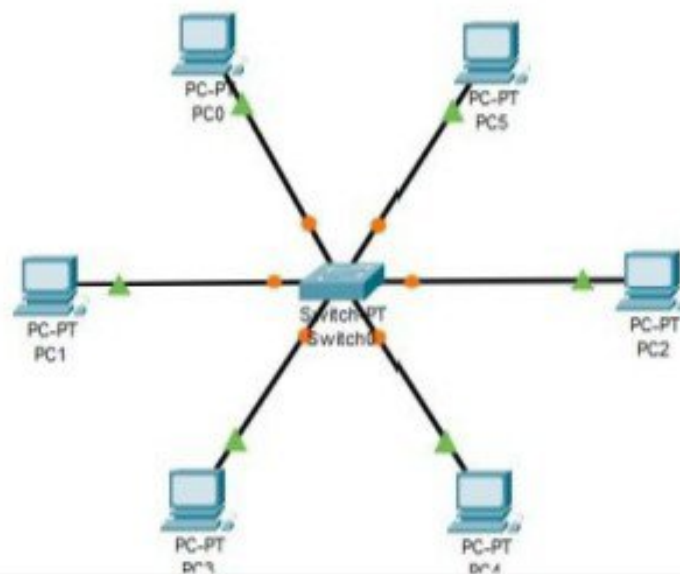
File Edit Options View Tools Extensions Window Help



Logical Physical x: 153, y: 0

Logical Mode (Shift+L)

Root 00:02:30



Time: 00:00:04

Realtime Simulation



4331 4321 1941 2901 2911 8191OX 819HGW 829 1240 PT-Router PT-Empty 1841 2620

(Select a Device to Drag and Drop to the Workspace)

Scenario 0

New Delete

Toggle PDU List Window

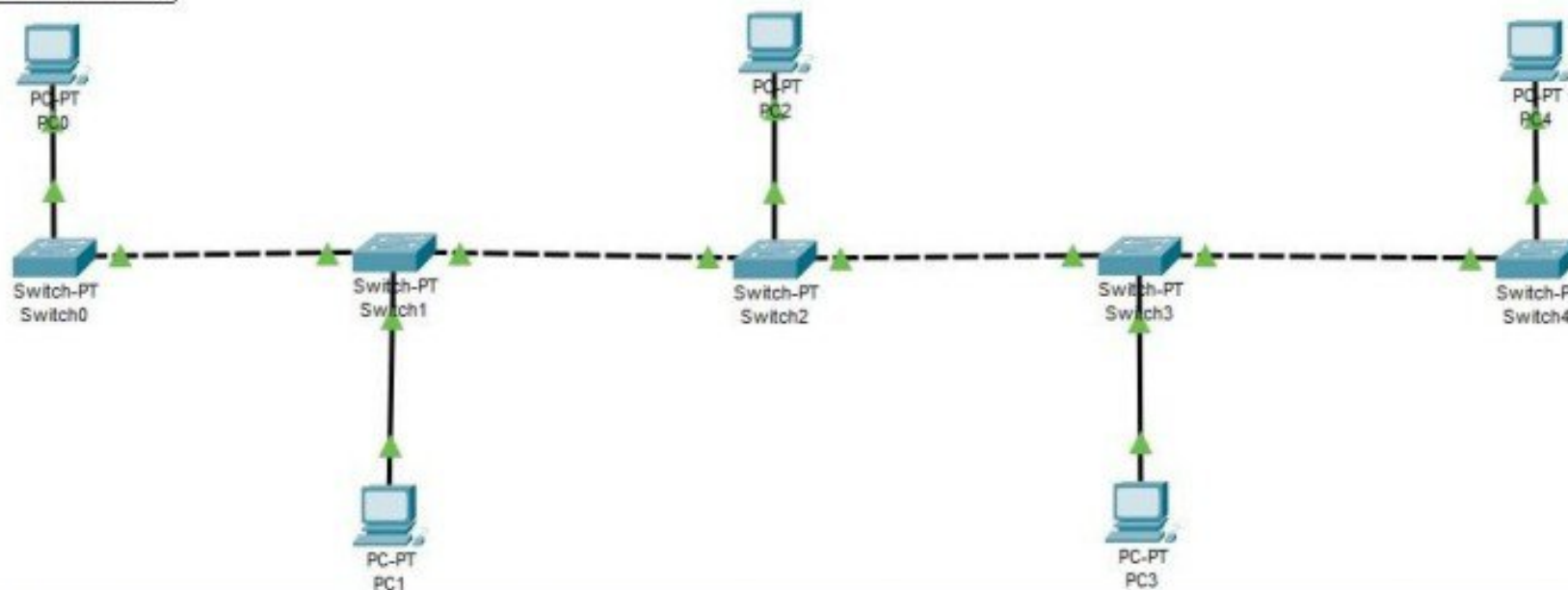
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic
	--	PC0	PC2	ICMP		0.000	N
	--	PC5	PC3	ICMP		0.000	N
	--	PC1	PC2	ICMP		0.000	N



Logical Physical x: 0, y: 80

Root 08:03:30

Logical Mode (Shift+L)



Time: 00:15:55

Realtime Simulation



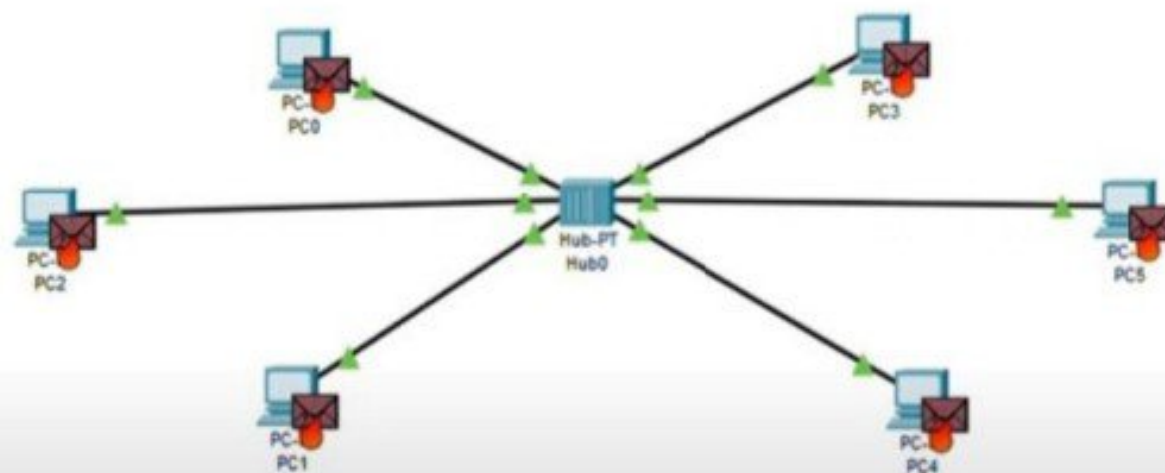
CGR1240

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Peri
	--	PC0	PC1	ICMP		0.000	
	--	PC1	PC2	ICMP		0.000	
	--	PC2	PC3	ICMP		0.000	
	--	PC3	PC4	ICMP		0.000	





Logical Physical 1227 y 353

Root 07:39:00

ARP Table for PC0

IP Address	Hardware Address	Interface
192.168.11.1	0003 E4...	FastEth...

ARP Table for Server0

IP Address	Hardware Address	Interface
192.168.11.4	0000 9C...	FastEth...



Simulation Panel

Event List

Via	Time(sec)	Last Device	At Device
	0.000	--	PC0
	0.000	--	PC0
	0.001	PC0	Switch1
	0.002	Switch1	PC1
	0.002	Switch1	PC2
	0.002	Switch1	Server0
	0.003	Server0	Switch1
	0.004	Switch1	PC0
	0.004	--	PC0
	0.005	PC0	Switch1
	0.006	Switch1	Server0
	0.007	Server0	Switch1
Visible	0.008	Switch1	PC0

Reset Simulation ☒ Constant Delay

Captured to: 0.008 s

Play Controls



Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Mangle, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters

Show All/None

Time: 00:00:01.303 PLAY CONTROLS

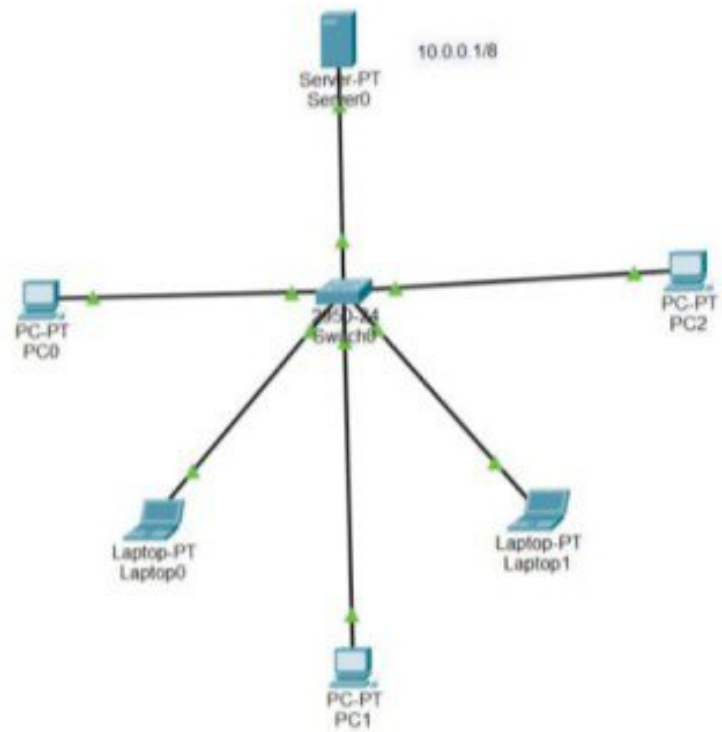
Event List Realtime Simulation

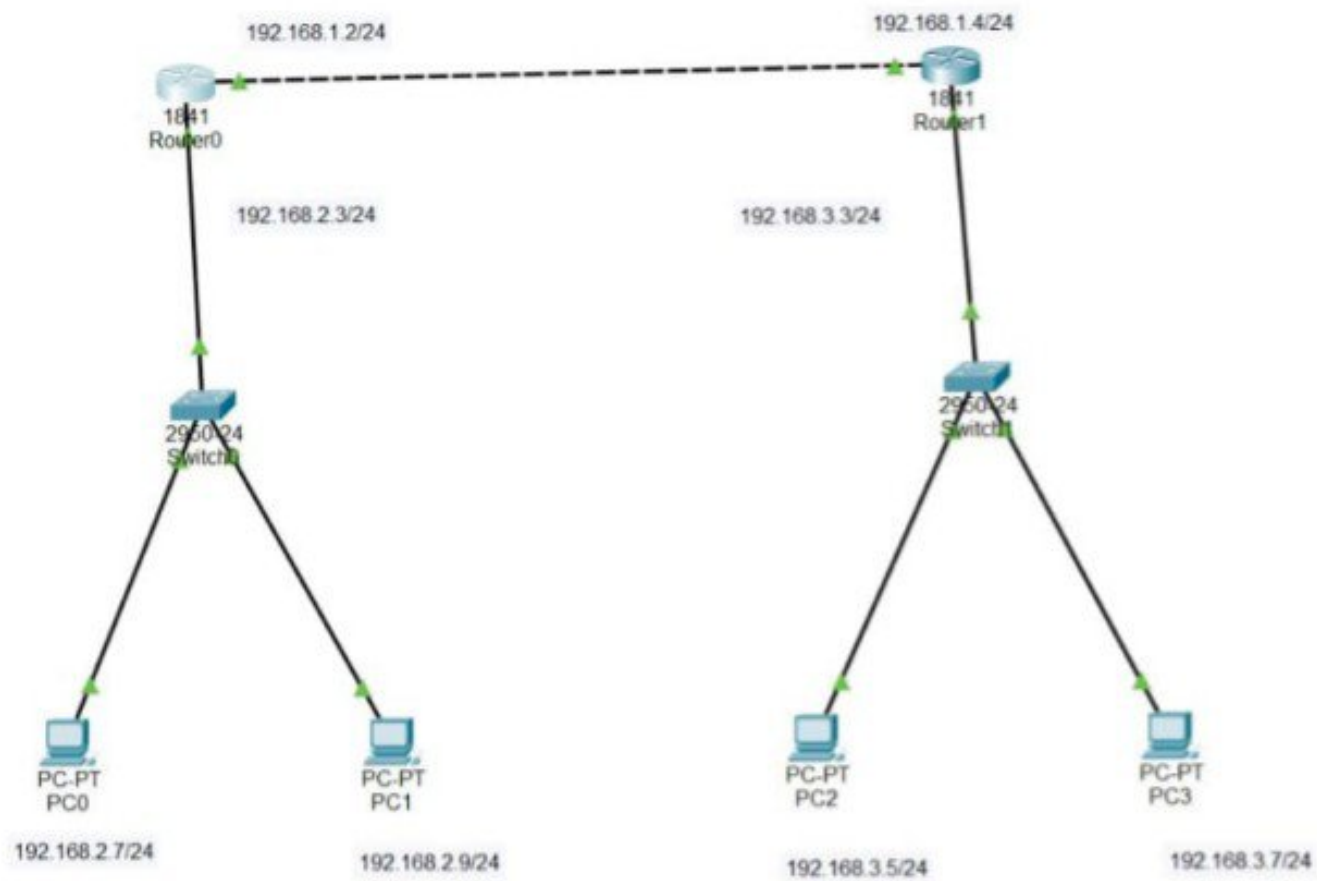


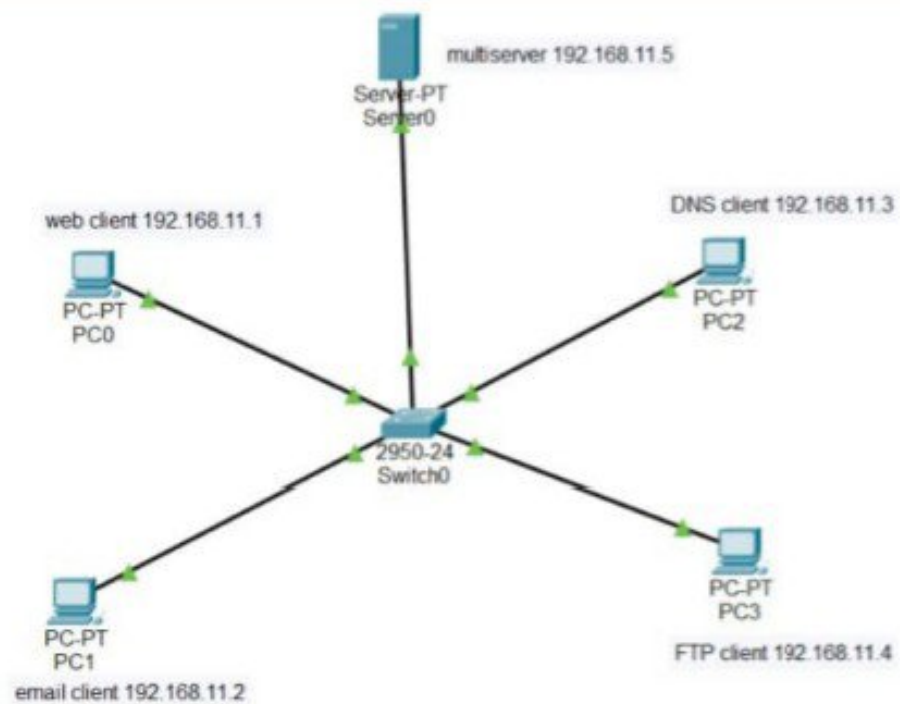
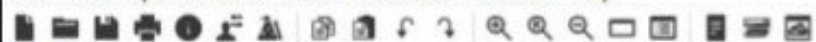
Scenario 3
New Delete
Toggle PDU List Window

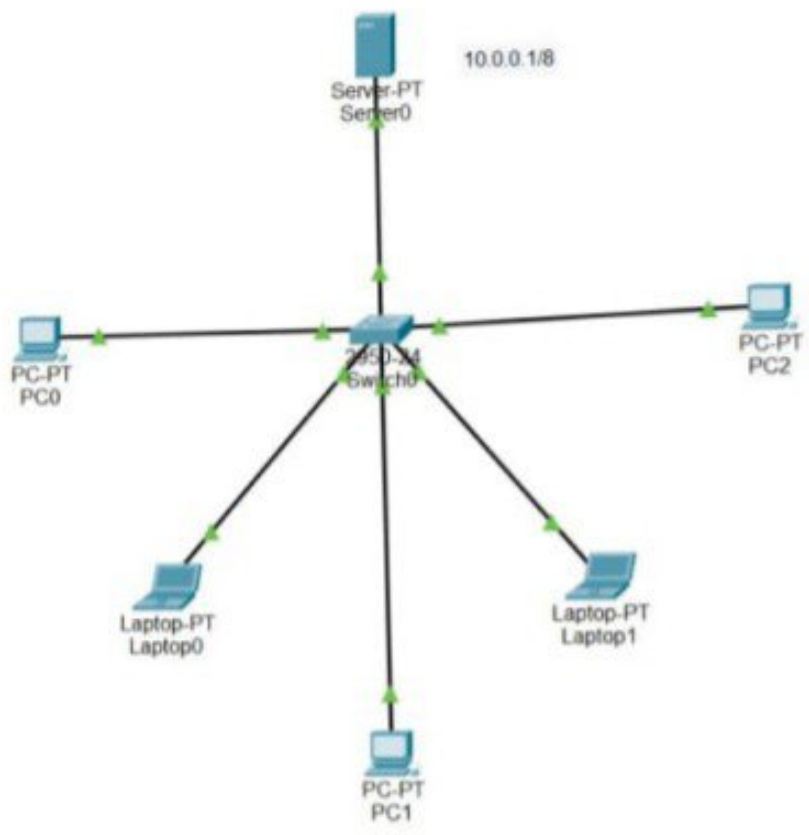
Fire List Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

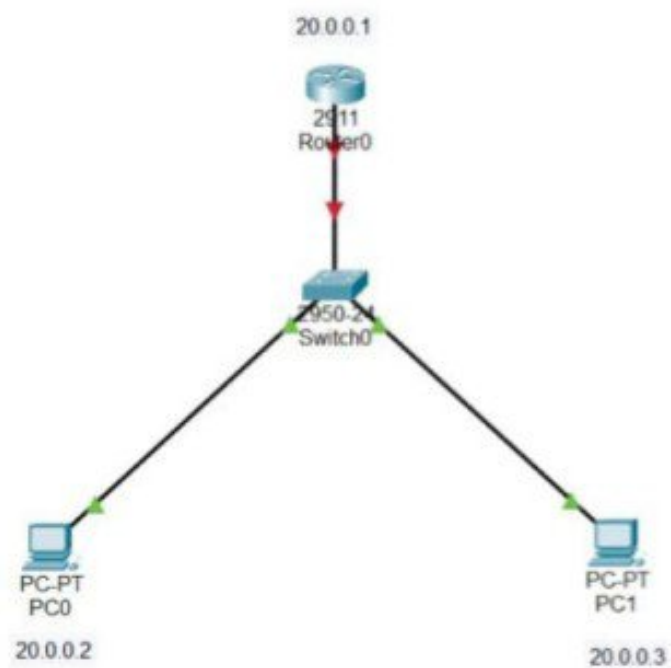
Copper Straight Through

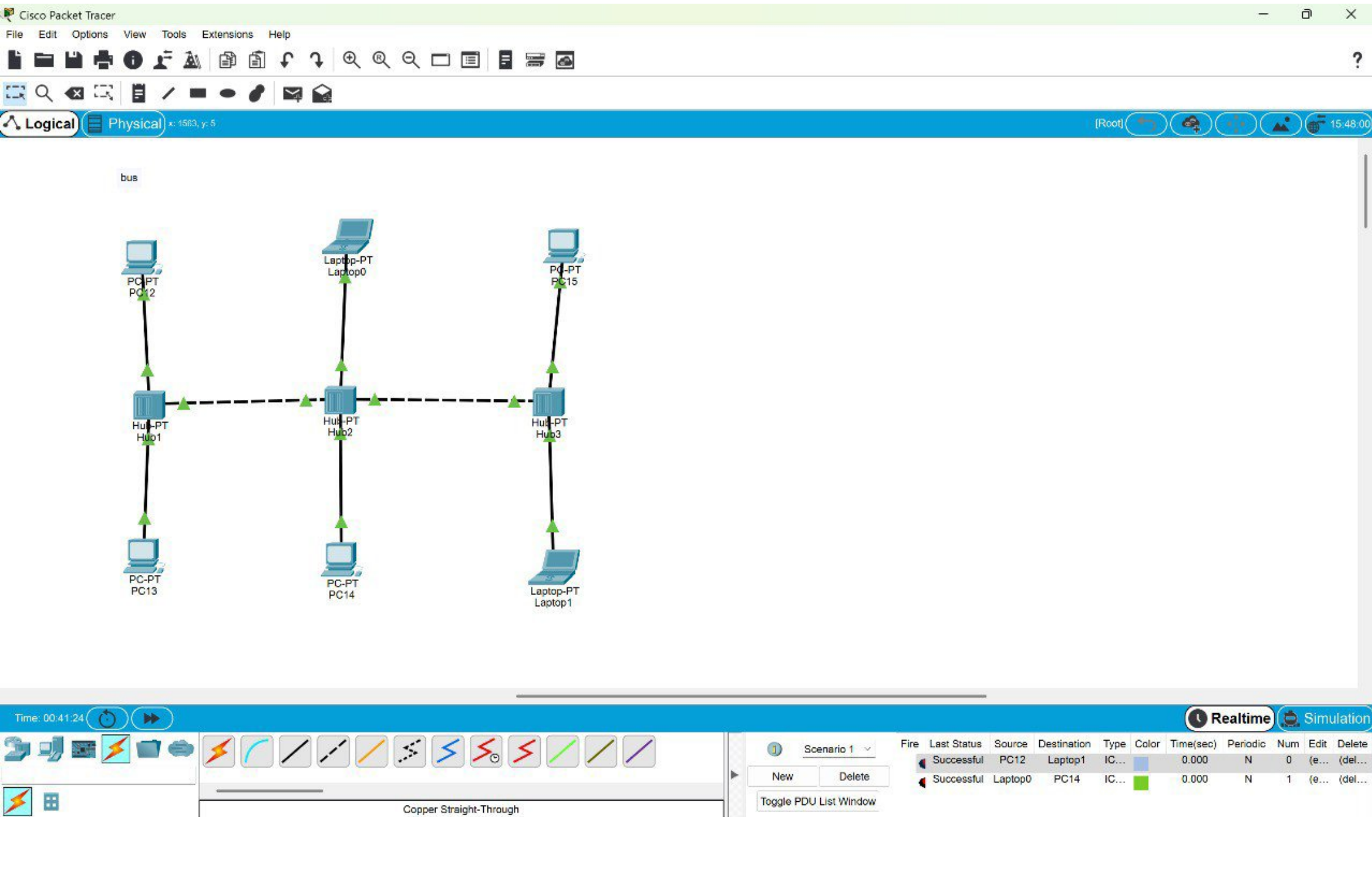














```
1  #include<stdio.h>
2  #include<string.h>
3  int main()
4  {
5      int i=0,count=0;
6      char databits[80];
7      printf("Enter Data Bits: ");
8      scanf("%s",databits);
9      printf("\nData Bits After Bit
              stuffing: ");
10     for(i=0; i<strlen(databits); i++)
11     {
12         if(databits[i]=='1')
13             count++;
14         else
15             count=0;
16         printf("%c",databits[i]);
17         if(count==5)
18         {
19             printf("0");
20             count=0;
21         }
22     }
23     return 0 ;
24 }
```

main.c...

Output



Enter Data Bits: 85

Data Bits After Bit stuffing: 85

=== Code Execution Successful ===