

```
#include <stdio.h>
```

```
char a[50], b[50], c[50], d[50], kmp[50];
```

```
void caltrans(int);
```

```
void crc(int);
```

```
void calram();
```

```
void shift();
```

```
int main()
```

```
{
```

```
int n, i = 0;
```

```
char ch, flag = 0;
```

```
printf("Enter frame bits:");
```

```
while ((ch = getc(stdin)) != '\n')
```

```
a[i++] = ch;
```

```
n = i
```

```
for (i = 0; i < 16; i++)
```

```
a[n++] = '0';
```

```
a[n] = '\0';
```

```
printf("After appending 16 zeroes: %s", m);
```

```
for (i = 0; i <= 16; i++)
```

```
b[i] = '0';
```

```
b[0] = b[1] = b[11] = b[16] = '1'; b[17] = '\0';
```

```
printf("\n generator: %s \n", b);
```

```
crc(n);
```

```
printf("In quotient: %s", d);
```

```
caltrans(n);
```

```
printf("\n Transmitted frame: %s", m);
```

```
printf("\n Enter transmitted frame:");
```

```
scanf("%s", m);
```

```
printf("CRC checking\n");
```

```
return
```

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```
printf("\n last remainder : %s", rc);
for(i=0; i<16; i++)
if (c[i] != '0')
flag = 1;
else
continue;
if(flag == 1)
printf("Error during transmission");
else
printf("\n Received frame is correct");
}
void crc(int n)
{
int i, j;
for(i=0; i<n; i++)
kmp[i] = a[i];
c[i] = a[i];
printf("\n intermediate remainder\n");
for(i=0; i<n-16; i++)
{
if(c[0] == '1')
{
d[i] = '1';
calRam();
}
else
{
d[i] = '0';
shift1();
}
c[16] = m[i+1];
c[17] = '0';
printf("\n remainder %d: %s, i+1, c);
```

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```
for(j=0; j<17; j++)
```

```
temp[j] = c[j];
```

```
}
```

```
c[n-16] = '\0';
```

```
}
```

```
void caltram()
```

```
{
```

```
int i, j;
```

```
for(i=1; i<16; i++)
```

```
c[i-1] = ((int) temp[i] - 48) ^ ((int) b[i] - 48) + 48;
```

```
}
```

```
void shift()
```

```
{
```

```
int i;
```

```
for(i=1; i<16; i++)
```

```
c[i-1] = c[i];
```

```
}
```

```
void coltrans(int n)
```

```
{
```

```
int i, k=0;
```

```
for(i=n-16; i<n; i++)
```

```
a[i] = ((int) a[i] - 48) ^ ((int) c[k++] - 48) + 48;
```

```
a[i] = '\0';
```

```
}
```

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