

pgm:-

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#include <stdio.h>
char m[50], g[50], v[50], q[50], temp[50];
void caltrans(int);
void crc(int);
void calram();
void shiftl();
int main()
{
    int n, i=0;
    char ch, flag=0;
    while ((ch = getc(stdin)) != '\n')
        m[i++] = ch;
    n = i;

    for(i=0; i<16; i++)
        m[n++] = '0';
    m[n] = '\0';
    m[n] = '\0';

    for(i=0; i<16; i++)
        g[i] = 0;

    g[0] = g[4] = g[11] = g[16] = '1';
    g[n] = '\0'; g[n] = '\0';

    crc(n);

    caltrans(n);

    scanf("%s", m);

    crc(n);

    for(i=0; i<16; i++)
        if(m[i] != '0')

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if (r[i] != '0')
    flag = 1;
else
    continue;

if (flag)
    printf("error");
else
    printf("correct");

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void crc (int n) {
    int i, j;
    for (i = 0; i < n; i++)
        temp[i] = m[i];

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    for (i = 0; i < 16; i++)
        r[i] = m[i];

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    for (i = 0; i < n - 16; i++) {
        if (r[0] == '1')
            q[i] = '1';
            calram();

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    else

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        q[i] = '0';
        shiftl();

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        r[16] = m[17 + i];
        r[17] = '\0';

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    }

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    for (j = 0; j < 17; j++)
        temp[j] = r[j];

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    q[n - 16] = '\0';

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}

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void calram() {
    int i, j;
    for (i = 1; i <= 16; i++)
        r[i-1] = ((int) temp(i) - 48) ^
                ((int) g(i) - 48) + 48;
}

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void shiftl() {
    int i;
    for (i = 1; i <= 16; i++) {
        r[i-1] = r[i];
    }
}

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void trans caltrans(int n)
{
    int i, k = 0;
    for (i = n-16; i < n; i++) {
        m(i) = ((int) m(i) - 48) ^ ((int) r(k+1) -
        48) + 48;
    }
}

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        m(i) = '\0';
    }
}

```

③ 2 marks