

## Experiment No: 1(b)

**NAME OF THE EXPERIMENT:** Character Stuffing.

**AIM:** Write a C program to Implement the data link layer framing method such as character stuffing.

**Source Code:**

```
//program for character stuffing
#include<stdio.h>
#include<conio.h>
#include<string.h>
#include<process.h>

void main()
{
    int i=0,j=0,n,pos;
    char a[20],b[50],ch;
    clrscr();
    printf("enter string:\n");
    scanf("%s",&a);
    n=strlen(a);
    printf("enter position\n");
    scanf("%d",&pos);
    if(pos>n)
    {
        printf("invalid position,Enter again:");
        scanf("%d",&pos);
    }
    printf("enter the character\n");
    ch=getche();
    b[0]='d';
    b[1]='l';
    b[2]='e';
    b[3]='s';
    b[4]='t';
    b[5]='x';
    j=6;
    while(i<n)
    {
        if(i==pos-1)
        {
            b[j]='d';
            b[j+1]='l';
            b[j+2]='e';
            b[j+3]=ch;
```

```

    b[j+4]='d';

    b[j+5]='l';
    b[j+6]='e';
    j=j+7;
}
if(a[i]=='d'&& a[i+1]=='l'&& a[i+2]=='e')
{
    b[j]='d';
    b[j+1]='l';
    b[j+2]='e';
    j=j+3;
}
b[j]=a[i];
i++;
j++;
}
    b[j]='d';
    b[j+1]='l';
    b[j+2]='e';
    b[j+3]='e';
    b[j+4]='t';
    b[j+5]='x';
    b[j+6]='\0';
printf("\n frame after stuffing: \n");
printf("%s",b);
getch();
}

```

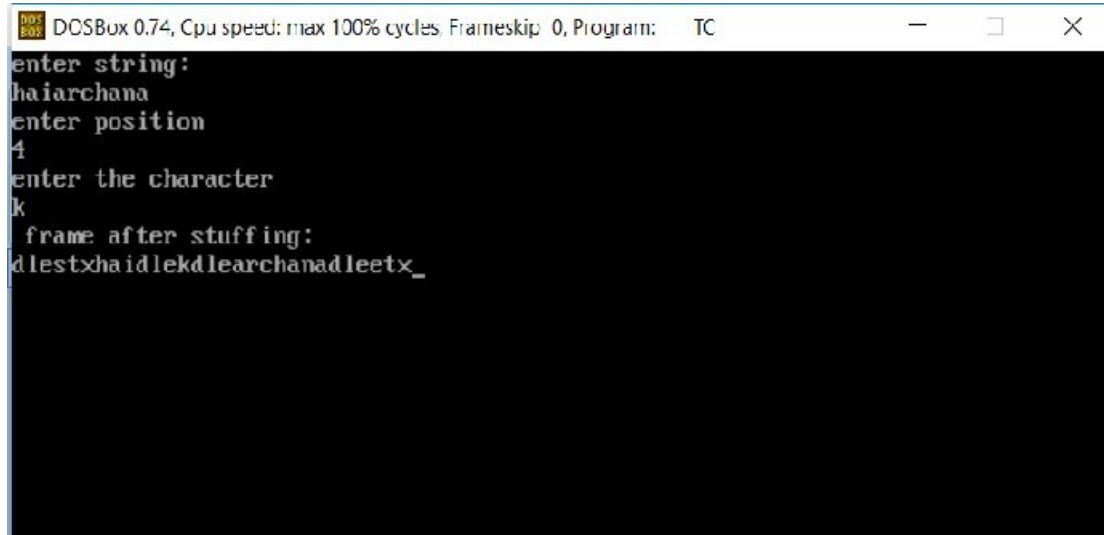
### OUTPUT:

```

Enter String:
haiarchana
Enter position:
4
Enter the Character
K
Frame after stuffing:
dlestxhaidlekdlearchanadleetx

```

## OUTPUT CONSOLE:



```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC
enter string:
haiarchana
enter position
4
enter the character
k
frame after stuffing:
dlestxhaidlekdlearchanadleetx_
```