

## Experiment No: 1(c)

**NAME OF THE EXPERIMENT:** Character Count

**AIM:** Write a C program to implement data link layer framing method character count.

**Source Code:**

```
#include<stdio.h>
#include<conio.h>
#include<string.h>
char data[20][20];
int n;
void main()
{
    int i,ch,j;
    char tmp[20][20];
    clrscr();
    printf("Enter the number of frames:");
    scanf("%d",&n);
    for(i=0;i<=n;i++)
    {
        if(i!=0)
        {
            printf("frame%d:",i);
            fflush(stdin);
            gets(data[i]);
        }
    }
    /*saving frame with count and data*/
    for(i=0;i<=n;i++)
    {
        tmp[i][0]=49+strlen(data[i]);
        tmp[i][1]='\0';
```

```

strcat(tmp[i],data[i]);
}
printf("\n\t\tAT THE SENDER:\n");

printf("Data as frames:\n");
for(i=1;i<=n;i++)
{
printf("Frame%d:",i);
puts(tmp[i]);
}
printf("Data transmitted:");
for(i=1;i<=n;i++)
printf("%s",tmp[i]);
printf("\n\t\tAT THE RECEIVER\n");
printf("The data received:");
for(i=1;i<=n;i++)
{
ch=(int)(tmp[i][0]-49);
for(j=1;j<=ch;j++)
data[i][j-1]=tmp[i][j];
data[i][j-1]='\0';
}
printf("\n The data after removing count char:");
for(i=1;i<=n;i++)
printf("%s",data[i]);
printf("\n The data in frame form:\n");
for(i=1;i<=n;i++)
{
printf("Frame%d:",i);
puts(data[i]);
}

```

```
getch();  
}
```

### **OUTPUT:**

Enter the no. Of frames: 2

Frame1: computer

Frame2: networks

AT THE SENDER

Data as frames:

Frame1:9computer

Frame2:9networks

Data transmitted :9computer9networks

AT THE RECEIVER

The data received.

The data after removing count char: computer networks

The data in frame form:

Frame1: computer

Frame2: networks

### **OURPUT CONSOLE:**

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
Enter the number of frames:2
frame1:computer
frame2:networks

                AT THE SENDER:
Data as frames:
Frame1:9computer
Frame2:9networks
Data transmitted:9computer9networks
                AT THE RECEIVER
The data received:
  The data after removing count char:computernetworks
  The data in frame form:
Frame0:
Frame1:computer
Frame2:networks
```