ERROR DETECTION AND CORRECTION

1. C program to implement Hamming code

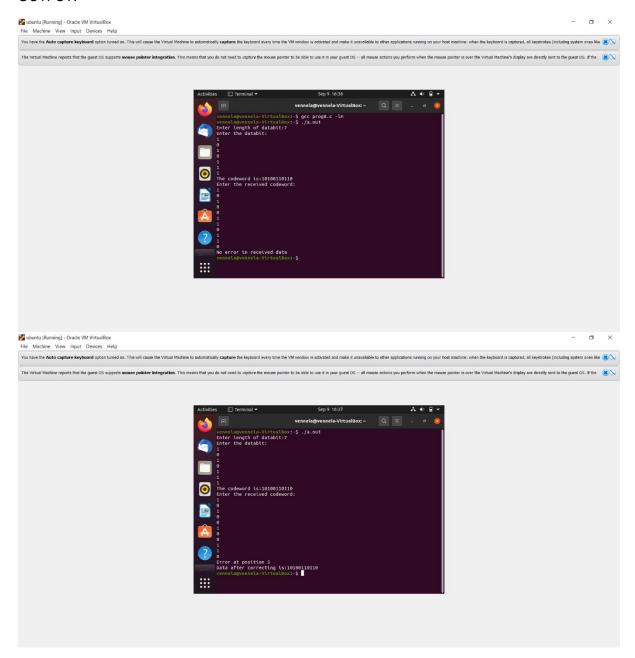
```
SOURCE CODE:
#include<stdio.h>
#include<math.h>
int n;
int data2[100];
int calc(int k)
{int r,z;
for(r=0;;r++)
\{if(pow(2,r)>=k+r+1)
    {break;}
 else
 {continue;}}
z= k+r;
return z;}
void codegen(int data[],int num1 )
{int i,l,j=0,k=0,x=0,y=0;
for(i=0;i<num1;i++)</pre>
{ if(i!=((int)pow(2,k))-1)
    {data2[i]=data[j];
    j++;}
else
{k++;}}
```

```
{for(i=0;i<num1;i++)
\{if(i==(pow(2,y))-1)\}
  {if(num1==11)
  { if(i==0)
    {data2[0]=data2[2]^data2[4]^data2[6]^data2[8]^data2[10];}
    else if(i==1)
    {data2[1]=data2[2]^data2[5]^data2[6]^data2[9]^data2[10];}
    else if(i==3)
    {data2[3]=data2[4]^data2[5]^data2[6];}
    else if(i==7)
    {data2[7]=data2[8]^data2[9]^data2[10];}}
 else if(num1==7)
   \{if(i==0)\}
    {data2[0]=data2[2]^data2[4]^data2[6];}
    else if(i==1)
    {data2[1]=data2[2]^data2[5]^data2[6];}
    else if(i==3)
    {data2[3]=data2[4]^data2[5]^data2[6];}
   }
y++;}
else
{x++;
 }}}
void check(int recdata[],int n)
```

```
{int s1,s2,s3,s4,c,i;
if(n>=8)
{
s1=recdata[0]^recdata[2]^recdata[4]^recdata[6]^recdata[8]^recdata[10];
s2=recdata[1]^recdata[2]^recdata[5]^recdata[6]^recdata[9]^recdata[10];
s3=recdata[3]^recdata[4]^recdata[5]^recdata[6];
s4=recdata[7]^recdata[8]^recdata[9]^recdata[10];
c=(8*s4)+(4*s3)+(2*s2)+(1*s1);
else if(n<8)
{
s1=recdata[0]^recdata[2]^recdata[4]^recdata[6];
s2=recdata[1]^recdata[2]^recdata[5]^recdata[6];
s3=recdata[3]^recdata[4]^recdata[5]^recdata[6];
c=(4*s3)+(2*s2)+(1*s1);
}
if(c==0)
{printf("No error in received data\n");
}
else
{printf("Error at position %d \n",c);
 if(recdata[c-1]==0)
  {recdata[c-1]=1;}
 else
  {recdata[c-1]=0;}
printf("Data after correcting is:");
for(i=n-1;i>=0;i--)
  {printf("%d",recdata[i]);
  }
```

```
printf("\n");
}}
int main()
{int k,i,j,n;int data[100];int recdata[100];
printf("Enter length of databit:");
scanf("%d",&k);
printf("Enter the databit:\n");
for(i=k-1;i>=0;i--)
{scanf("%d",&data[i]);
}
n=calc(k);
codegen(data,n);
printf("The codeword is:");
for(i=n-1;i>=0;i--)
{printf("%d",data2[i]);}
printf("\n");
printf("Enter the received codeword:\n");
for(i=n-1;i>=0;i--)
{scanf("%d",&recdata[i]);
}
check(recdata,n);
return 0;}
```

OUTPUT:



2. C program to implement Checksum

SOURCE CODE:

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

```
char data[100];
int rightSum(int I)
{
 int sum=0, i=1;
 for(;i<l;i=i+2)
  sum=sum + (int) data[i];
 return sum;
}
int leftSum(int l)
{
 int sum=0, i=0;
 for(;i<l;i=i+2)
  sum=sum + (int) data[i];
 return sum;
}
int main()
{
 char buf[100];
 int i, n, op=0, irs=0, ils=0, prs=0, cls=0, wc=0, pls=0, s=0, ocs=0, len=0;
 while(op==0)
 {
 printf("*** Checksum Program ***\n\n1. Sender\n2. Receiver\n3. Exit\nEnter your
choice...");
  scanf("%d",&n);
  switch(n)
  {
```

```
case 1:
{
 printf("\nEnter the data to be transmitted -> ");
 fgets(buf,100,stdin);
 scanf("%[^\n]s",data);
 len=strlen(data);
 if(len%2!=0)
 len++;
 irs=rightSum(len);
                     //initial right sum
                  //partial right sum
 prs=irs%256;
                 //carry to left sum
 cls=irs/256;
 ils=cls+leftSum(len); //initial left sum
                  //partial left sum
 pls=ils%256;
 wc=ils/256;
                  //Wrapping carry
 s=pls*256+prs+wc;
 ocs = 65535 - s;
 printf("The checksum generated is %X\n", ocs);
}
break;
case 2:
{
 char cs[100];
 int ch[100];
 printf("\nEnter the data received -> ");
 fgets(buf,100,stdin);
 scanf("%[^\n]s",data);
 printf("\nEnter the received checksum -> ");
 fgets(buf,100,stdin);
```

```
scanf("%[^\n]s",cs);
 len=strlen(data);
if(len%2!=0)
 len++;
 for(i=0;i<strlen(cs);i++)</pre>
  if(cs[i] > = '0' \&\& cs[i] < = '9')
  ch[i]=cs[i]-48;
  else if(cs[i]>='A' && cs[i]<='F')
  ch[i]=cs[i]-55;
  else if(cs[i]>='a' && cs[i]<='f')
  ch[i]=cs[i]-87;
 }
 irs=rightSum(len) + ch[2]*16 + ch[3];
                                           //initial right sum
 prs=irs%256;
                    //partial right sum
 cls=irs/256;
                   //carry to left sum
 ils=cls+leftSum(len) + ch[0]*16 + ch[1]; //initial left sum
 pls=ils%256;
                    //partial left sum
                   //Wrapping carry
 wc=ils/256;
 s=pls*256+prs+wc;
 ocs = 65535 - s;
 if(ocs==0)
 printf("\nThe message is accepted!\n");
 else
 printf("\nThe message is rejected!\n");
}
break;
case 3: exit(0);
```

}

```
printf("\nPress 1 to return to main menu or 0 to exit...");
     scanf("%d", &i);
     if(i==0)
     op=1;
   return 0;}
OUTPUT:
ubuntu [Running] - Oracle VM VirtualBox
  You have the Auto capture keybeard option turned on. This will cause the Virtual Modinie to automatically capture the keyboard every time the VM window is activated and make it unevalidable to other applications running on your host machine; when the keyboard is captured, all keystrokes (including system ones like 🕱 🗀
  The Virtual Machine reports that the guest OS supports mouses pointer integration. This means that you do not need to capture the mouse pointer to be able to use it in your guest OS—all mouse actions you perform when the mouse pointer is over the Virtual Machine's display are directly sent to the guest OS. If he 🗷
                                                                                       er the data to be transmitted -> HELLO WELCOME
checksum generated is E477
                                                                                       ss 1 to return to main menu or 0 to exit...1
Checksum Program ***
                                                                                   The message is accepted!
                                                                                  Press 1 to return to main menu or 0 to exit...
Mubuntu [Running] - Oracle VM VirtualBox
                                                                                   Press 1 to return to main menu or 0 to exit...1
*** Checksum Program ***
                                                                                    Enter the received checksum -> F477
                                                                                    The message is rejected!
                                                                           Press 1 to return to main menu or 0 to exit...0 vennels@vennela-VirtualBox:-$
```

3. C program to implement Cyclic Redundancy code(CRC)

```
SOURCE CODE:
#include <stdio.h>
#include <string.h>
void main() {
    int i,j,keylen,msglen,z=0,y=0;
    char input[100],
key[30],rem1[30],key2[30],temp[30],quot[100],quot1[100],temp1[30],rem[30],key1[30],buf
[100],reccode[100];
    printf("Enter Data: ");
    scanf("%[^\n]s",input);
    printf("Enter Key: ");
    fgets(buf,100,stdin);
    scanf("%[^\n]s",key);
    keylen=strlen(key);
    msglen=strlen(input);
    strcpy(key1,key);
    for (i=0;i<keylen-1;i++) {
         input[msglen+i]='0';
    }
    for (i=0;i<keylen;i++)
    temp[i]=input[i];
     for (i=0;i<msglen;i++) {
         quot[i]=temp[0];
         if(quot[i]=='0')
```

```
for (j=0;j<keylen;j++)
         key[j]='0';
    else
       for (j=0;j<keylen;j++)
         key[j]=key1[j];
    for (j=keylen-1;j>0;j--)
         if(temp[j]==key[j])
         rem[j-1]='0'; else
         rem[j-1]='1';
    rem[keylen-1]=input[i+keylen];
    strcpy(temp,rem);
}
strcpy(rem,temp);
printf("\nQuotient is ");
for (i=0;i<msglen;i++)
printf("%c",quot[i]);
printf("\nRemainder is ");
for (i=0;i<keylen-1;i++)
printf("%c",rem[i]);
printf("\nFinal data is: ");
for (i=0;i<msglen;i++)
printf("%c",input[i]);
for (i=0;i<keylen-1;i++)
printf("%c",rem[i]);
printf("\n");
printf("Enter the received codeword:");
fgets(buf,100,stdin);
scanf("%[^\n]s",reccode);
```

```
strcpy(key2,key1);
for (i=0;i<keylen;i++)
temp1[i]=reccode[i];
for (i=0;i<msglen;i++) {
    quot1[i]=temp1[0];
    if(quot1[i]=='0')
     for (j=0;j<keylen;j++)
     key1[j]='0'; else
     for (j=0;j<keylen;j++)
     key1[j]=key2[j];
    for (j=keylen-1;j>0;j--) {
         if(temp1[j]==key1[j])
         rem1[j-1]='0'; else
         rem1[j-1]='1';
    }
    rem1[keylen-1]=reccode[i+keylen];
    strcpy(temp1,rem1);
}
strcpy(rem1,temp1);
printf("\nSyndrome is ");
for (i=0;i<keylen-1;i++)
{printf("%c",rem1[i]);}
printf("\n");
for (i=0;i<keylen-1;i++)
{
  if(rem1[i]=='0' || rem1[i]== '\0')
   {z=1;}
  else if(rem1[i]!='0')
  {y=1;}}
```

```
if(z==1 && y==0 )
{printf("THE MESSAGE IS ACCEPTED!\n");}
else
{printf("THE MESSAGE IS DISCARDED!\n");}}
```

OUTPUT:

