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1:  /*****
2:  * Problem Set 2
3:  * caesar.c
4:  *
5:  * Doug Lloyd
6:  * September 21, 2011
7:  *****/
8:
9:  /* Constants */
10: #define ALPHASIZE 26
11: #define LOWERBASE 'a'
12: #define UPPERBASE 'A'
13:
14: /* Header Files */
15: #include <stdio.h>
16: #include <ctype.h>
17: #include <cs50.h>
18: #include <string.h>
19: #include <stdlib.h>
20:
21: /* Function Declarations */
22: char caesarshift(char c, int shift);
23:
24:
25:  /*****/
26: int main(int argc, char *argv[]) {
27:
28:     /* Ensure proper number of command line arguments */
29:     if(argc != 2) {
30:         printf("Usage: ./caesar <shift>\n");
31:         return 1;
32:     }
33:
34:     /* Convert shift to useable form */
35:     int shift = atoi(argv[1]);
36:
37:     /* Prompt user for string to encipher */
38:     printf("Plaintext: ");
39:     string ptxt = GetString();
40:
41:     /* Execute Caesar shift on plaintext string, one character at a time */
42:     for(int i = 0, len = strlen(ptxt); i < len; i++)
43:         printf("%c", caesarshift(ptxt[i], shift));
44:
45:     /* Completed everything, print newline and exit */
46:     printf("\n");
47:     return 0;
48: }
49:
50: char caesarshift(char c, int shift) {
51:     /* Change character from ASCII value to range [0-25], add the shift,
52:        account for wrap around, and calculate new ASCII value */
53:     if(islower(c))
54:         return ((c - LOWERBASE) + shift) % ALPHASIZE + LOWERBASE;
55:     else if(isupper(c))
56:         return ((c - UPPERBASE) + shift) % ALPHASIZE + UPPERBASE;
57:
58:     /* Non alphabetic characters are unshifted */
59:     else
60:         return c;
61: }
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1:  /*****
2:  * Problem Set 2
3:  * oldman.c
4:  *
5:  * Doug Lloyd
6:  * September 21, 2011
7:  *****/
8:
9:  /* Constants */
10: #define VERSES 10
11:
12: /* Header Files */
13: #include <stdio.h>
14: #include <cs50.h>
15:
16: /* Function Declarations */
17: string where(int versenum);
18:
19: /*****/
20:
21: int main(int argc, char *argv[]) {
22:
23:     /* Arrays to hold strings for verse number and locations */
24:     string nums[VERSES] = {"one", "two", "three", "four", "five",
25:                             "six", "seven", "eight", "nine", "ten"};
26:     string places[VERSES] = {"thumb", "shoe", "knee", "door", "hive",
27:                              "sticks", "heaven", "gate", "spine", "again"};
28:
29:     /* Singing the song */
30:     for(int i = 0; i < VERSES; i++) {
31:         printf("This old man, he played %s\n", nums[i]);
32:         printf("He played knick-knack %s %s\n", where(i), places[i]);
33:         printf("Knick-knack, paddywhack, give your dog a bone\n");
34:         printf("This old man came rolling home\n\n");
35:     }
36:
37:     return 0;
38: }
39:
40: string where(int versenum) {
41:
42:     /* Depending on the verse number, the sentence changes a little bit */
43:     switch(versenum) {
44:         case 6:
45:             return "up in";
46:             break;
47:         case 9:
48:             return "once";
49:             break;
50:         default:
51:             return "on my";
52:             break;
53:     }
54:
55:     /* The program should never get here. */
56:     return "";
57: }
```

```
1:  /*****
2:  * Problem Set 2
3:  * vigenere.c
4:  *
5:  * Doug Lloyd
6:  * September 21, 2011
7:  *****/
8:
9:  /* Constants */
10: #define ALPHASIZE 26
11: #define LOWERBASE 'a'
12: #define UPPERBASE 'A'
13:
14: /* Header Files */
15: #include <stdio.h>
16: #include <ctype.h>
17: #include <cs50.h>
18: #include <string.h>
19: #include <stdlib.h>
20:
21: /* Function Declarations */
22: char vigshift(char c, char shift);
23:
24:
25:  /*****/
26: int main(int argc, char *argv[]) {
27:
28:     /* Ensure proper number of command line arguments */
29:     if(argc != 2) {
30:         printf("Usage: ./vigenere <keyword>\n");
31:         return 1;
32:     }
33:
34:     /* Iterate over characters in keyword, ensure all alphabetic */
35:     int klen = strlen(argv[1]);
36:
37:     for(int i = 0; i < klen; i++)
38:         if(!isalpha(argv[1][i])) {
39:             printf("Keyword must contain only alphabetic characters.\n");
40:             return 2;
41:         }
42:
43:     /* Prompt user for plaintext to encipher */
44:     printf("Plaintext: ");
45:     string ptxt = GetString();
46:
47:     /* Loop through, enciphering one character at a time */
48:     for(int i = 0, kpos = 0, len = strlen(ptxt); i < len; i++) {
49:
50:         /* If we reached end of keyword, go back to the beginning */
51:         if(kpos == klen)
52:             kpos = 0;
53:
54:         /* We encipher alphabetic characters and advance our keyword position */
55:         if(isalpha(ptxt[i])) {
56:             printf("%c", vigshift(ptxt[i], argv[1][kpos]));
57:             kpos++;
58:         }
59:
60:         /* And we leave the other ones alone */
61:         else
62:             printf("%c", ptxt[i]);
63:     }
64: }
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65:  /* All done! */
66:  printf("\n");
67:  return 0;
68: }
69:
70: char vigshift(char c, char shift) {
71:
72:  /* Reduce the shifting letter from ASCII to the [0-25] range */
73:  if(islower(shift))
74:    shift -= LOWERBASE;
75:  else
76:    shift -= UPPERBASE;
77:
78:  /* Execute the shift: Reduce plaintext character to range [0-25], add
79:   shift value, account for wrap around, and return to ASCII */
80:  if(islower(c))
81:    return ((c - LOWERBASE) + shift) % ALPHASIZE + LOWERBASE;
82:  else
83:    return ((c - UPPERBASE) + shift) % ALPHASIZE + UPPERBASE;
84: }
```