

```
#include<iostream>
```

```
using namespace std;
```

```
static int round1_key[8],round2_key[8];
```

```
void p10(int key[])
```

```
{  
    //Input: 1 2 3 4 5 6 7 8 9 10  
    //Output: 3 5 2 7 4 10 1 9 8 6  
    int out[10]={3,5,2,7,4,10,1,9,8,6};  
    int temp[10];
```

```
    for(int i=0;i<10;i++) //backup key  
        temp[i]=key[i];  
    for(int i=0;i<10;i++)  
    {  
        key[i]=temp[out[i]-1];  
        //cout<<key[i]<<"\t";  
    }
```

```
}
```

```
void p8(int key[])
```

```
{  
    //Input: 1 2 3 4 5 6 7 8 9 10  
    //Output: 6 3 7 4 8 5 10 9  
    int out[8]={6,3,7,4,8,5,10,9};  
    int temp[10];
```

```
    for(int i=0;i<10;i++) //backup key  
        temp[i]=key[i];
```

```
    //cout<<"New key"<<endl;  
    for(int i=0;i<8;i++)  
    {  
        key[i]=temp[out[i]-1];  
        //cout<<key[i]<<"\t";  
    }
```

```
}
```

```
void p4(int s0s1[])
```

```
{  
    //Input: 1 2 3 4  
    //Output: 2 4 3 1  
    int out[4]={2,4,3,1};  
    int temp[4];
```

```
    for(int i=0;i<4;i++) //backup array  
        temp[i]=s0s1[i];
```

```
    for(int i=0;i<4;i++)  
    {  
        s0s1[i]=temp[out[i]-1];
```

```
}
```

```
}
```

```
void left_shift(int left_half[], int right_half[], int shift_count) //left shift by shift_count of times
```

```
{
    int temp1=left_half[0];
    int temp2=right_half[0];

    for(int i=0;i<4;i++)
    {
        left_half[i]=left_half[i+1];
        right_half[i]=right_half[i+1];
    }
    left_half[4]=temp1;
    right_half[4]=temp2;
```

```
    if(shift_count==2)
        left_shift(left_half,right_half,1);
```

```
}
```

```
int* generate_key(int key[],int round)
```

```
{
    int left_half[5],right_half[5];
    static int key1[10],key2[8];
    p10(key);
    for(int i=0;i<10;i++)
    {
        if(i<5)
        {
            left_half[i]=key[i];
            //cout<<left_half[i]<<"\t";
        }
        else
        {
            //cout<<"right"<<endl;
            right_half[i-5]=key[i];
            //cout<<right_half[i-5]<<"\t";
        }
    }
}
```

```
left_shift(left_half,right_half,1);
```

```
for(int i=0;i<5;i++) //combine left_half and right_half to form key1
```

```
{
    key1[i]=left_half[i];
    key1[i+5]=right_half[i];
}
if(round==1)
{
    p8(key1);
    return key1;
}
else
```

```

{
    left_shift(left_half,right_half,2);
    for(int i=0;i<5;i++) //combine left_half and right_half to form key1
    {
        key2[i]=left_half[i];
        key2[i+5]=right_half[i];
    }
    p8(key2);
    return key2;
}
}

```

```

void initial_permutation(int pt[])
{
    //Input:  1 2 3 4 5 6 7 8
    //Output: 2 6 3 1 4 8 5 7
    int out[8]={2,6,3,1,4,8,5,7};
    int temp[8];

    for(int i=0;i<8;i++) //backup Plain Text Array
        temp[i]=pt[i];

    for(int i=0;i<8;i++)
    {
        pt[i]=temp[out[i]-1];
        //cout<<pt[i]<<"\t";
    }
}

```

```

void inverse_initial_permutation(int pt[])
{
    //Input:  2 6 3 1 4 8 5 7
    //Output: 1 2 3 4 5 6 7 8
    int out[8]={2,6,3,1,4,8,5,7};
    int temp[8];

    for(int i=0;i<8;i++) //backup Plain Text Array
        temp[i]=pt[i];

    for(int i=0;i<8;i++)
    {
        pt[out[i]-1]=temp[i];
    }
}

```

```

int* expand_and_permute(int right_half[])
{
    //Input:  1 2 3 4
    //Output: 4 1 2 3 2 3 4 1
    int out[8]={4,1,2,3,2,3,4,1};
    int temp[4];
    static int expanded_right[8];

```

```
for(int i=0;i<4;i++) //backup Plain Text Array
temp[i]=right_half[i];
```

```
for(int i=0;i<8;i++)
{
    expanded_right[i]=temp[out[i]-1];
    //cout<<expanded_right[i]<<"\t";
}
return expanded_right;
}
```

```
int get_S0(int row,int column)
{
    int s0[4][4]={
        {01,00,11,10},
        {11,10,01,00},
        {00,10,01,11},
        {11,01,11,10}
    };
    return s0[row][column];
}
```

```
int get_S1(int row,int column)
{
    int s1[4][4]={
        {00,01,10,11},
        {10,00,01,11},
        {11,00,01,00},
        {10,01,00,11}
    };
    return s1[row][column];
}
```

```
int* rounds(int pt[],int key[],int round_no,int flag)
{
    int left[4],right[4],*expanded_right,s0[4],s1[4],temp_key[10];
```

```
/*cout<<"\n\n Text to be decoded:\n";
for(int i=0;i<8;i++)
{
    cout<<pt[i];
}*/
```

```
//cout<<"\n\nKey:";
```

```
cout<<"\nROUND-"<<round_no;
for(int i=0;i<10;i++)
{
    //cout<<key[i]<<"\t";
    temp_key[i]=key[i]; //backup initial key as key gets changed further
}
```

```
if(round_no==1)
initial_permutation(pt); //step1 initial permutation of plain text
```

```

//cout<<"\n\nleft half:\n";
//divide into two halves
for(int i=0;i<4;i++)
{
    left[i]=pt[i];
    right[i]=pt[i+4];
    //cout<<left[i];
}
expanded_right= expand_and_permute(right);

/*cout<<"\n\nexpanded_right:\n";
for(int i=0;i<8;i++)
    cout<<expanded_right[i];

*/
static int* key1;
if(flag==0) //flag=0 is for encoding
{ key1=generate_key(key,round_no); //key1 for round1 and key2 for round2
  if(round_no==1)
  {
      for(int i=0;i<8;i++)
          round1_key[i]=key1[i]; //backup key for decoding
  }
  else
  {
      for(int i=0;i<8;i++)
          round2_key[i]=key1[i];
  }
  cout<<"\n\nEncode Key of Round "<<round_no<<endl;
  for(int i=0;i<8;i++)
  {
      cout<<key1[i];
  }
}
else //else flag=1 ie. for decoding
{
    //cout<<"\n\n\nInside decode";
    //for decoding we use the keys in reverse order

    if(round_no==1) //if round1 use key2
    {
        //cout<<"\n Inside round1";
        for(int i=0;i<8;i++)
        {
            key1[i]=round2_key[i];
            //cout<<round2_key[i];
            //cout<<"test";
        }
    }
    else //if round2 use key1
    {
        //cout<<"\n Inside round2";
        for(int i=0;i<8;i++)
        {

```

```

    //cout<<round1_key[i];
    key1[i]=round1_key[i];
}
}

cout<<"\n\nDecode Key of Round "<<round_no<<endl;
for(int i=0;i<8;i++)
{
    cout<<key1[i];
}
}
/*cout<<"\n\nExpanded right\n";
for(int i=0;i<8;i++)
{
    cout<<expanded_right[i]<<"\t";
}
cout<<"\n\n";*/

for(int i=0;i<8;i++)
{
    expanded_right[i]=expanded_right[i] ^ key1[i];
    if(i<4)
        s0[i]=expanded_right[i];
    else
        s1[i-4]=expanded_right[i];
}

int row=s0[3]+(s0[0]*2); //step 4
int column=s0[2]+(s0[1]*2);
static int s0s1[4];
int ss0=get_S0(row,column);
//cout<<"\nRow: "<<row<<"Column: "<<column;
row=s1[3]+(s1[0]*2);
column=s1[2]+(s1[1]*2);
//cout<<"\nRow: "<<row<<"Column: "<<column;
int ss1=get_S1(row,column);

s0s1[1]=ss0%10;
s0s1[0]=ss0/10;
s0s1[3]=ss1%10;
s0s1[2]=ss1/10;

/*cout<<"\n\nBefore P4:\n";
for(int i=0;i<4;i++)
    cout<<s0s1[i];
*/
p4(s0s1);

static int new_plain_text[8];
//s0s1 EXOR Left_Half from step 1
for(int i=0;i<4;i++)
{
    s0s1[i]=s0s1[i] ^ left[i];
    //swap the s0s1 and right half from step 1 to generate plain text for next round
    if(round_no!=2) //if round is not 2nd one and it's not for decoding

```

```

{
    new_plain_text[i]=right[i];
    new_plain_text[i+4]=s0s1[i];
}
else    //else don't swap
{
    new_plain_text[i+4]=right[i];
    new_plain_text[i]=s0s1[i];
}
}

/*cout<<"\n\ns0s1:\n";
for(int i=0;i<4;i++)
    cout<<s0s1[i];
*/
cout<<"\n\nRound "<<round_no<<" Output:\n";
for(int i=0;i<8;i++)
    cout<<new_plain_text[i]<<"\t";
cout<<endl;

```

```

if(round_no==1)
{
    //cout<<"\n\ngoing for next round\n";
    if(flag==0) //if encoding
        rounds(new_plain_text,temp_key,2,0);
    else //else decoding
        rounds(new_plain_text,temp_key,2,1);
}
else
{
    return new_plain_text;
}
}

```

```

int* encode(int pt[],int* round_text,int key[])
{
    round_text=rounds(pt,key,1,0);
    inverse_initial_permutation(round_text);

    cout<<"\n\n-----FINAL CIPHER TEXT-----\n";
    for(int i=0;i<8;i++)
        cout<<round_text[i];

    return round_text;
}

```

```

void decode(int pt[], int* cipher_text,int key[])
{
    int *new_ct=rounds(cipher_text,key,1,1); //flag=1 for decoding
    inverse_initial_permutation(new_ct);

    cout<<"\n\n-----DECODED TEXT-----\n";
}

```

```

for(int i=0;i<8;i++)
    cout<<new_ct[i];
}
int main()
{
    int *round_text, *cipher_text, pt[8],key[10];
    cout<<"\nEnter the plain text (8-bits) :";
    for(int i=0;i<8;i++)
        cin>>pt[i];
    cout<<"\nEnter the key (10-bits) :";
    for(int i=0;i<10;i++)
        cin>>key[i];

    //int pt[8]={0,1,1,1,0,0,1,0};
    //int key[10]={1,0,1,0,0,0,0,0,1,0};

    cout<<"\n-----ENCRYPTION-----\n";
    cipher_text=encode(pt,round_text,key); //Encryption
    cout<<"\n\n\n-----DECRYPTION-----\n";
    decode(pt,cipher_text,key); //Decryption
    return 0;
}

```

/*

OUTPUT:

C:\Users\Akshay Chavan\Desktop>g++ SDES.cpp

C:\Users\Akshay Chavan\Desktop>a

Enter the plain text (8-bits) :0 1 1 1 0 0 1 0

Enter the key (10-bits) :1 0 1 0 0 0 0 0 1 0

-----ENCRYPTION-----

ROUND-1

Encode Key of Round 1

10100100

Round 1 Output:

1 0 0 1 1 1 0 1

ROUND-2

Encode Key of Round 2

01000011

Round 2 Output:

1 1 1 0 1 1 0 1

-----FINAL CIPHER TEXT-----

01110111

-----DECRYPTION-----

ROUND-1

Decode Key of Round 1

01000011

Round 1 Output:

1 1 0 1 1 0 0 1

ROUND-2

Decode Key of Round 2

10100100

Round 2 Output:

1 0 1 0 1 0 0 1

-----DECODED TEXT-----

01110010

C:\Users\Akshay Chavan\Desktop>

*/