

Ex.No: 1(i)

IMPLEMENTATION OF CAESAR CIPHER

AIM

To write a Java Program for implementing Caesar Cipher.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class CaesarCipher.

Step 3: Declare a string ALPHABET.

Step 4: Define a function encrypt() to produce a cipher text and decrypt() to reproduce the plain text.

Step 5: Define a main(), get the string and call encrypt() to encrypt the string and decrypt() to reproduce the plain text and display it.

Step 6: Stop the program.

PROGRAM

```
package javaapplication1;
import java.util.Scanner;
public class CaesarCipher
{
    public static final String ALPHABET = "abcdefghijklmnopqrstuvwxyz";
    public static String encrypt(String plainText, int shiftKey)
    {
        plainText = plainText.toLowerCase();
        String cipherText = "";
        for (int i = 0; i < plainText.length(); i++)
        {
            int charPosition = ALPHABET.indexOf(plainText.charAt(i));
            int keyVal = (shiftKey + charPosition) % 26;
            char replaceVal = ALPHABET.charAt(keyVal);
            cipherText += replaceVal;
        }
        return cipherText;
    }
}
```

```

public static String decrypt(String cipherText, int shiftKey)
{
    cipherText = cipherText.toLowerCase();
    String plainText = "";
    for (int i = 0; i < cipherText.length(); i++)
    {
        int charPosition = ALPHABET.indexOf(cipherText.charAt(i));
        int keyVal = (charPosition - shiftKey) % 26;
        if (keyVal < 0)
        {
            keyVal = ALPHABET.length() + keyVal;
        }
        char replaceVal = ALPHABET.charAt(keyVal);
        plainText += replaceVal;
    }
    return plainText;
}

public static void main(String[] args)
{
    try (Scanner sc = new Scanner(System.in))
    {
        System.out.println("Enter the String for Encryption: ");
        String message = new String();
        message = sc.next();
        System.out.println("Encrypted Text is:");
        System.out.println(encrypt(message, 3));
        System.out.println("Decrypted Text is:");
        System.out.println(decrypt(encrypt(message, 3), 3));
    }
}

```

OUTPUT



The screenshot shows an IDE window titled "Output - JavaApplication1 (run) - Editor". The output content is as follows:

```
run:
Enter the String for Encryption:
hello
Encrypted Text is:
khoor
Decrypted Text is:|
hello
BUILD SUCCESSFUL (total time: 5 seconds)
```

RESULT

Thus java program to implement Caesar Cipher was written, executed and output is verified successfully.

Ex.No: 1(ii)

IMPLEMENTATION OF PLAYFAIR CIPHER

AIM

To write a Java program for implementing Playfair Cipher.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class Basic to find the index of a char.

Step 3: Define a class PlayFair to define the key matrix, find the row position, column position, encrypt the text and decrypt the text.

Step 4: Define a class PlayFairCipher, to get the plain text and then to encrypt and decrypt the text.

Step 5: Display the encrypted text and decrypted text.

Step 6: Stop the program.

PROGRAM

```
package javaapplication1;
import java.util.*;
class Basic
{
    String allChar="ABCDEFGHIJKLMNOPQRSTUVWXYZ";
    boolean indexOfChar(char c)
    {
        for(int i=0;i < allChar.length();i++)
        {
            if(allChar.charAt(i)==c)
                return true;
        }
        return false;
    }
}
class PlayFair
{
    Basic b=new Basic();
    char keyMatrix[][]=new char[5][5];
```

```

boolean repeat(char c)
{
    if(!b.indexOfChar(c))
    {
        return true;
    }
    for(int i=0;i < keyMatrix.length;i++)
    {
        for(int j=0;j < keyMatrix[i].length;j++)
        {
            if(keyMatrix[i][j]==c || c=='J')
                return true;
        }
    }
    return false;
}

void insertKey(String key)
{
    key=key.toUpperCase();
    key=key.replaceAll("J", "I");
    key=key.replaceAll(" ", "");
    int a=0,b=0;
    for(int k=0;k < key.length();k++)
    {
        if(!repeat(key.charAt(k)))
        {
            keyMatrix[a][b++]=key.charAt(k);
            if(b>4)
            {
                b=0;
                a++;
            }
        }
    }
    char p='A';

```

```

while(a < 5)
{
    while(b < 5)
    {
        if(!repeat(p))
        {
            keyMatrix[a][b++]=p;
        }
        p++;
    }
    b=0;
    a++;
}
System.out.print("-----Key Matrix-----");
for(int i=0;i < 5;i++)
{
    System.out.println();
    for(int j=0;j < 5;j++)
        System.out.print("\t"+keyMatrix[i][j]);
}
System.out.println("\n-----");
}

int rowPos(char c)
{
    for(int i=0;i < keyMatrix.length;i++)
    {
        for(int j=0;j < keyMatrix[i].length;j++)
        {
            if(keyMatrix[i][j]==c)
                return i;
        }
    }
    return -1;
}

```

```

int columnPos(char c)
{
    for(int i=0;i < keyMatrix.length;i++)
    {
        for(int j=0;j < keyMatrix[i].length;j++)
        {
            if(keyMatrix[i][j]==c)
                return j;
        }
    }
    return -1;
}

String encryptChar(String plain)
{
    plain=plain.toUpperCase();
    char a=plain.charAt(0),b=plain.charAt(1);
    String cipherChar="";
    int r1,c1,r2,c2;
    r1=rowPos(a);
    c1=columnPos(a);
    r2=rowPos(b);
    c2=columnPos(b);
    if(c1==c2)
    {
        ++r1;
        ++r2;
        if(r1>4)
            r1=0;
        if(r2>4)
            r2=0;
        cipherChar+=keyMatrix[r1][c2];
        cipherChar+=keyMatrix[r2][c1];
    }
    else if(r1==r2)
    {

```

```

        ++c1;
        ++c2;
        if(c1>4)
            c1=0;
        if(c2>4)
            c2=0;
        cipherChar+=keyMatrix[r1][c1];
        cipherChar+=keyMatrix[r2][c2];
    }
    else
    {
        cipherChar+=keyMatrix[r1][c2];
        cipherChar+=keyMatrix[r2][c1];
    }
    return cipherChar;
}

String Encrypt(String plainText,String key)
{
    insertKey(key);
    String cipherText="";
    plainText=plainText.replaceAll("j", "i");
    plainText=plainText.replaceAll(" ", "");
    plainText=plainText.toUpperCase();
    int len=plainText.length();
    if(len/2!=0)
    {
        plainText+="X";
        ++len;
    }
    for(int i=0;i < len-1;i=i+2)
    {
        cipherText+=encryptChar(plainText.substring(i,i+2));
        cipherText+=" ";
    }
    return cipherText;    }

```



```

String decryptChar(String cipher)
{
    cipher=cipher.toUpperCase();
    char a=cipher.charAt(0),b=cipher.charAt(1);
    String plainChar="";
    int r1,c1,r2,c2;
    r1=rowPos(a);
    c1=columnPos(a);
    r2=rowPos(b);
    c2=columnPos(b);
    if(c1==c2)
    {
        --r1;
        --r2;
        if(r1 < 0)
            r1=4;
        if(r2 < 0)
            r2=4;
        plainChar+=keyMatrix[r1][c2];
        plainChar+=keyMatrix[r2][c1];
    }
    else if(r1==r2)
    {
        --c1;
        --c2;
        if(c1 < 0)
            c1=4;
        if(c2 < 0)
            c2=4;
        plainChar+=keyMatrix[r1][c1];
        plainChar+=keyMatrix[r2][c2];
    }
    else
    {
        plainChar+=keyMatrix[r1][c2];

```

```

        plainChar+=keyMatrix[r2][c1];
    }
    return plainChar;
}
String Decrypt(String cipherText,String key)
{
    String plainText="";
    cipherText=cipherText.replaceAll("j", "i");
    cipherText=cipherText.replaceAll(" ", "");
    cipherText=cipherText.toUpperCase();
    int len=cipherText.length();
    for(int i=0;i < len-1;i=i+2)
    {
        plainText+=decryptChar(cipherText.substring(i,i+2));
        plainText+=" ";
    }
    return plainText;
}
}
class PlayfairCipher
{
    public static void main(String args[])throws Exception
    {
        PlayFair p=new PlayFair();
        Scanner scn=new Scanner(System.in);
        String key,cipherText,plainText;
        System.out.println("Enter plaintext:");
        plainText=scn.nextLine();
        System.out.println("Enter Key:");
        key=scn.nextLine();
        cipherText=p.Encrypt(plainText,key);
        System.out.println("Encrypted text:");
        System.out.println("-----\n"+cipherText);
        System.out.println("-----");
        String encryptedText=p.Decrypt(cipherText, key);
    }
}

```

```

        System.out.println("Decrypted text:" );
        System.out.println("-----
\n"+encryptedText);
        System.out.println("-----");
    }
}

```

OUTPUT

```

run:
Enter plaintext:
PLAYFAIR
Enter Key:
SECRETKEY
-----Key Matrix-----
      S      E      C      R      T
      K      Y      A      B      D
      F      G      H      I      L
      M      N      O      P      Q
      U      V      W      X      Z
-----
Encrypted text:
-----
QI BA HK PB
-----
Decrypted text:
-----
PL AY FA IR
-----
BUILD SUCCESSFUL (total time: 57 seconds)

```

RESULT

Thus java program to implement PlayFair Cipher was written, executed and output is verified successfully.

Ex.No: 1(iii)

IMPLEMENTATION OF HILL CIPHER

AIM

To write a Java Program for implementing Hill Cipher.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class HillCipher, in that declare 2 array one for key, other for inverse key and define a string key.

Step 3: In this class, define a main(), get the choice to encrypt or decrypt.

Step 4: Based on the choice call encrypt() and decrypt() to find cipher and plain text.

Step 5: Display the result.

Step 6: Stop the program.

PROGRAM

```
package javaapplication1;
import javax.swing.JOptionPane;
public class HillCipher
{
    //the 3x3 key matrix for 3 characters at once
    public static int[][] keymat = new int[][]{
        { 1, 2, 1 },
        { 2, 3, 2 },
        { 2, 2, 1 },
    };
    public static int[][] invkeymat = new int[][]{
        { -1, 0, 1 },
        { 2, -1, 0 },
        { -2, 2, -1 },
    };
    public static String key = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";
    public static void main(String[] args)
    { // TODO code application logic here
        String text,outtext = "";
        int ch, n;
```

```

        ch = Integer.parseInt(JOptionPane.showInputDialog(null, "Enter 1 to Encrypt and 2
to Decrypt!"));
        text = JOptionPane.showInputDialog(null, "Enter plain/cipher text to encrypt?");
        text = text.toUpperCase();
        text = text.replaceAll("\\s", ""); //removing spaces
        n = text.length() % 3;
        if(n!=0)
        {
            for(int i = 1; i<= (3-n);i++)
            {
                text+= 'X';
            }
        }
        System.out.println("Padded Text:" + text);
        char[] ptextchars = text.toCharArray();
        switch(ch)
        {
            case 1:
                for(int i=0;i< text.length(); i+=3)
                {
                    outtext += encrypt(ptextchars[i],ptextchars[i+1],ptextchars[i+2]);
                }
                break;
            case 2:
                for(int i=0;i< text.length(); i+=3)
                {
                    outtext += decrypt(ptextchars[i],ptextchars[i+1],ptextchars[i+2]);
                }
                break;
            default: System.out.println("Invalid Choice!");
        }
        System.out.println("Output: " + outtext);
    }

```

```

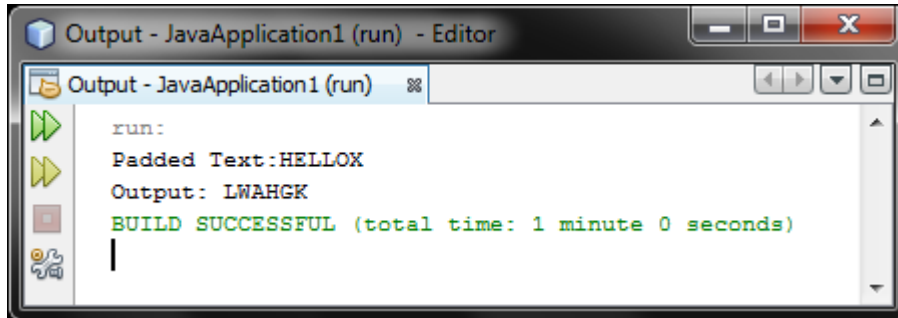
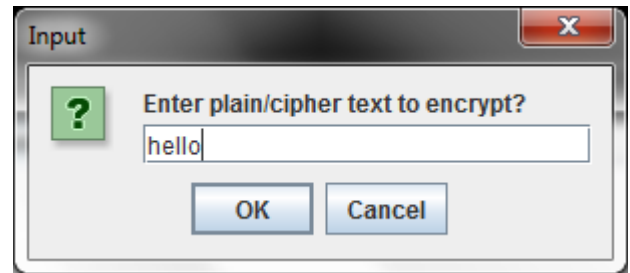
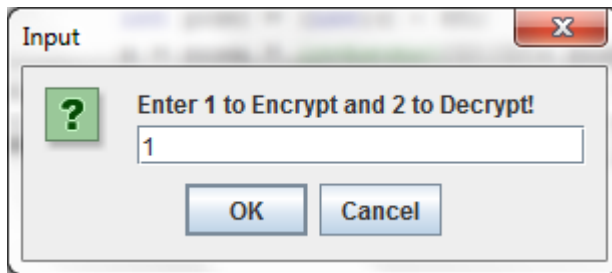
private static String encrypt(char a, char b, char c)
{
    String ret = "";
    int x,y, z;
    int posa = (int)a - 65;
    int posb = (int)b - 65;
    int posc = (int)c - 65;
    x = posa * keymat[0][0] + posb * keymat[1][0] + posc * keymat[2][0];
    y = posa * keymat[0][1] + posb * keymat[1][1] + posc * keymat[2][1];
    z = posa * keymat[0][2] + posb * keymat[1][2] + posc * keymat[2][2];
    a = key.charAt(x%26);
    b = key.charAt(y%26);
    c = key.charAt(z%26);
    ret = "" + a + b + c;
    return ret;
}

private static String decrypt(char a, char b, char c)
{
    String ret = "";
    int x,y,z;
    int posa = (int)a - 65;
    int posb = (int)b - 65;
    int posc = (int)c - 65;
    x = posa * invkeymat[0][0]+ posb * invkeymat[1][0] + posc * invkeymat[2][0];
    y = posa * invkeymat[0][1]+ posb * invkeymat[1][1] + posc * invkeymat[2][1];
    z = posa * invkeymat[0][2]+ posb * invkeymat[1][2] + posc * invkeymat[2][2];
    a = key.charAt((x%26<0)?(26+x%26):(x%26));
    b = key.charAt((y%26<0)?(26+y%26):(y%26));
    c = key.charAt((z%26<0)?(26+z%26):(z%26));
    ret = "" + a + b + c;
    return ret;
}
}

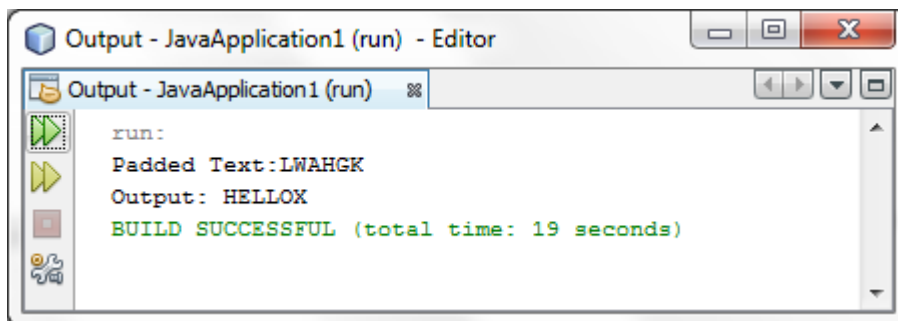
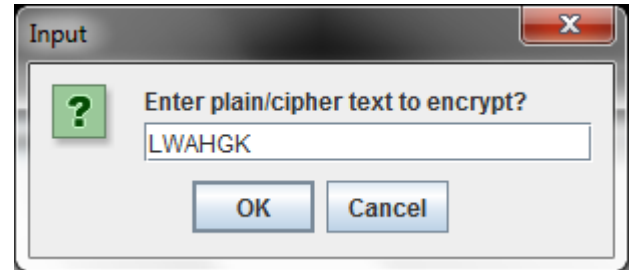
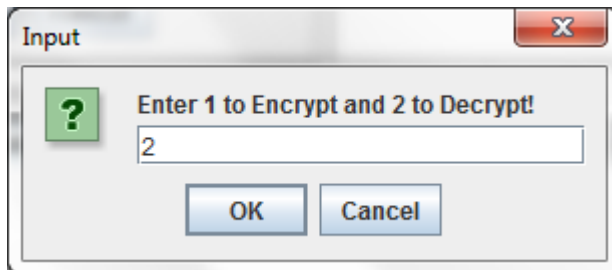
```

OUTPUT

ENCRYPT



DECRYPT



RESULT

Thus java program to implement Hill Cipher was written, executed and output is verified successfully.

Ex.No: 1(iv)

IMPLEMENTATION OF VIGENERE CIPHER

AIM

To write a Java Program for implementing Vigenere Cipher.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class VC1, in that define encipher() to produce a cipher text.

Step 3: Define decipher() to reproduce the plain text.

Step 4: Define a shift() to shift the values.

Step 5: In main(), define the text and key values and call the encipher() to encrypt and decipher() to decrypt the encrypted text.

Step 6: Display the results.

Step 7: Stop the program.

PROGRAM

```
package javaapplication1;
```

```
public class VC1
```

```
{
```

```
    public static String encipher(String s, String key)
```

```
    {
```

```
        StringBuilder builder = new StringBuilder();
```

```
        for(int i = 0; i < s.length(); i ++)
```

```
        {
```

```
            if(s.charAt(i) < 65 || s.charAt(i) > 90)
```

```
            { //ASCII character (capital letter)
```

```
                throw new IllegalArgumentException("'" + "Open text must contain  
only capital letters");
```

```
            }
```

```
            //add shift modularly
```

```
            char encyphered = s.charAt(i) + getShift(key, i) > 90 ? (char)((s.charAt(i) +  
getShift(key, i)) - 26) : (char)(s.charAt(i) + getShift(key, i));
```

```
            builder.append(encyphered);
```

```
        }
```

```
        return builder.toString();
```



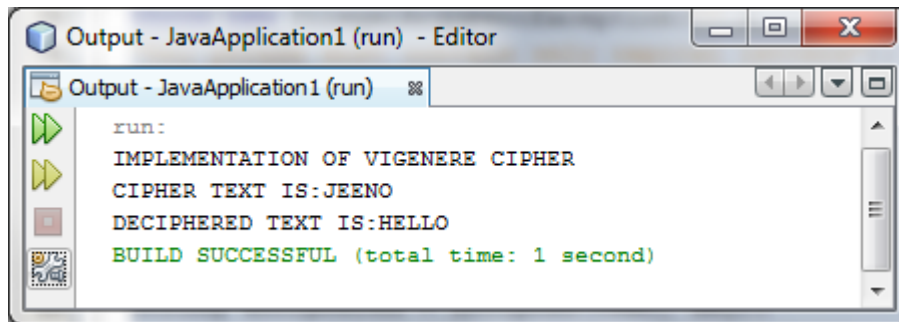
```

    }
    public static String decipher(String s, String key)
    {
        StringBuilder builder = new StringBuilder();
        for(int i = 0; i < s.length(); i++)
        {
            if(s.charAt(i) < 65 || s.charAt(i) > 90)
            { //ASCII character (capital letter)
                throw new IllegalArgumentException("'" + "Ciphertext must contain  
only capital letters");
            }
            //subtract shift modularly
            char decyphered = s.charAt(i) - getShift(key, i) < 65 ? (char)((s.charAt(i) -  
getShift(key, i)) + 26) : (char)(s.charAt(i) - getShift(key, i));
            builder.append(decyphered);
        }
        return builder.toString();
    }
    private static int getShift(String key, int i)
    {
        if(key.charAt(i % key.length()) < 65 || key.charAt(i % key.length()) > 90)
        {
            throw new IllegalArgumentException("'" + "Key phrase must contain only  
capital letters");
        }
        return ((int)key.charAt(i % key.length())) - 65;
    }
    public static void main(String[] args)
    {
        String text = "HELLO";
        String key = "CAT";
        String enciphered = encipher(text, key);
        System.out.println("IMPLEMENTATION OF VIGENERE CIPHER");
        System.out.println("CIPHER TEXT IS:"+enciphered);
        System.out.println("DECIPHERED TEXT IS:"+decipher(enciphered, key));
    }

```

```
}  
}
```

OUTPUT



RESULT

Thus java program to implement Vigenere Cipher was written, executed and output is verified successfully.

Ex.No: 2

IMPLEMENTATION OF RAIL FENCE – ROW & COLUMN TRANSFORMATION

AIM

To write a Java Program for implementing Rail Fence – Row & Column Transformation.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class railfencebasic, in that define Encryption() to produce cipher text.

Step 3: Define Decryption() to produce decipher text.

Step 4: Define a class railfencecipher, in that define main() and input the text to cipher and decipher it.

Step 5: Display the results.

Step 6: Stop the program.

PROGRAM

```
package javaapplication1;
import java.util.*;
class RailFenceBasic
{
    int depth;
    String Encryption(String plainText,int depth)throws Exception
    {
        int r=depth,len=plainText.length();
        int c=len/depth;
        char mat[][]=new char[r][c];
        int k=0;
        String cipherText="";
        for(int i=0;i< c;i++)
        {
            for(int j=0;j< r;j++)
            {
                if(k!=len)
                    mat[j][i]=plainText.charAt(k++);
```

```

        else
            mat[j][i]='X';
    }
}
for(int i=0;i< r;i++)
{
    for(int j=0;j< c;j++)
    {
        cipherText+=mat[i][j];
    }
}
return cipherText;
}
String Decryption(String cipherText,int depth)throws Exception
{
    int r=depth,len=cipherText.length();
    int c=len/depth;
    char mat[][]=new char[r][c];
    int k=0;
    String plainText="";
    for(int i=0;i< r;i++)
    {
        for(int j=0;j< c;j++)
        {
            mat[i][j]=cipherText.charAt(k++);
        }
    }
    for(int i=0;i< c;i++)
    {
        for(int j=0;j< r;j++)
        {
            plainText+=mat[j][i];
        }
    }
    return plainText; }

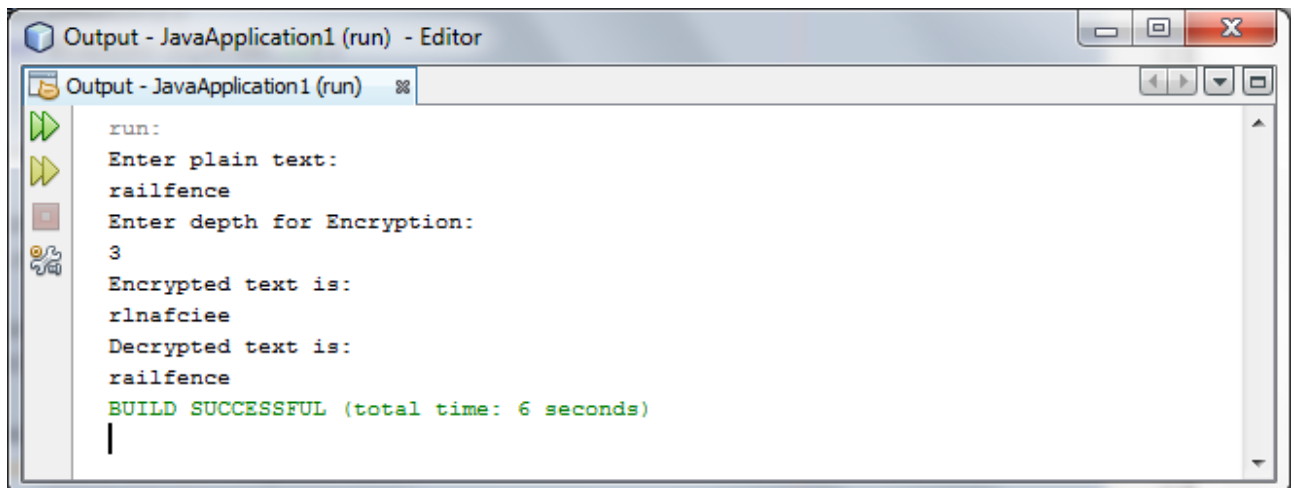
```

```

}
class railfencecipher
{
    public static void main(String args[])throws Exception
    {
        RailFenceBasic rf=new RailFenceBasic();
        Scanner scn=new Scanner(System.in);
        int depth;
        String plainText,cipherText,decryptedText;
        System.out.println("Enter plain text:");
        plainText=scn.nextLine();
        System.out.println("Enter depth for Encryption:");
        depth=scn.nextInt();
        cipherText=rf.Encryption(plainText,depth);
        System.out.println("Encrypted text is:\n"+cipherText);
        decryptedText=rf.Decryption(cipherText, depth);
        System.out.println("Decrypted text is:\n"+decryptedText);
    }
}

```

OUTPUT



```

Output - JavaApplication1 (run) - Editor
Output - JavaApplication1 (run)
run:
Enter plain text:
railfence
Enter depth for Encryption:
3
Encrypted text is:
rlnafciee
Decrypted text is:
railfence
BUILD SUCCESSFUL (total time: 6 seconds)

```

RESULT

Thus java program to implement Rail Fence – Row & Column Transformation was written, executed and output is verified successfully.

AIM

To write a Java Program for implementing DES.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class DES, in that define a constructor to display the encrypted and decrypted message.

Step 3: Define generateSymmetricKey(), to generate the key.

Step 4: Define encrypt() to encrypt the plain text.

Step 5: Define decrypt() to decrypt the ciphered text.

Step 6: Define main() to declare object for the class.

Step 7: Stop the program.

PROGRAM

```
package javaapplication1;
import javax.swing.*;
import java.security.SecureRandom;
import javax.crypto.Cipher;
import javax.crypto.KeyGenerator;
import javax.crypto.SecretKey;
import javax.crypto.spec.SecretKeySpec;
import java.util.Random ;
class DES
{
    byte[] skey = new byte[1000];
    String skeyString;
    static byte[] raw;
    String inputMessage,encryptedData,decryptedMessage;
    public DES()
    {
        try
        {
```

```

        generateSymmetricKey();
        inputMessage=JOptionPane.showInputDialog(null,"Enter message to
        encrypt");
        byte[] ibyte = inputMessage.getBytes();
        byte[] ebyte=encrypt(raw, ibyte);
        String encryptedData = new String(ebyte);
        System.out.println("Encrypted message "+encryptedData);
        JOptionPane.showMessageDialog(null,"Encrypted Data
        "+"\\n"+encryptedData);
        byte[] dbyte= decrypt(raw,ebyte);
        String decryptedMessage = new String(dbyte);
        System.out.println("Decrypted message "+decryptedMessage);
        JOptionPane.showMessageDialog(null,"Decrypted Data
        "+"\\n"+decryptedMessage);
    }
    catch(Exception e)
    {
        System.out.println(e);
    }
}

void generateSymmetricKey()
{
    try
    {
        Random r = new Random();
        int num = r.nextInt(10000);
        String knum = String.valueOf(num);
        byte[] knumb = knum.getBytes();
        skey=getRawKey(knumb);
        skeyString = new String(skey);
        System.out.println("DES Symmetric key = "+skeyString);
    }
    catch(Exception e)
    {
        System.out.println(e);
    }
}

```

```

    }
}

private static byte[] getRawKey(byte[] seed) throws Exception
{
    KeyGenerator kgen = KeyGenerator.getInstance("DES");
    SecureRandom sr = SecureRandom.getInstance("SHA1PRNG");
    sr.setSeed(seed);
    kgen.init(56, sr);
    SecretKey skey = kgen.generateKey();
    raw = skey.getEncoded();
    return raw;
}

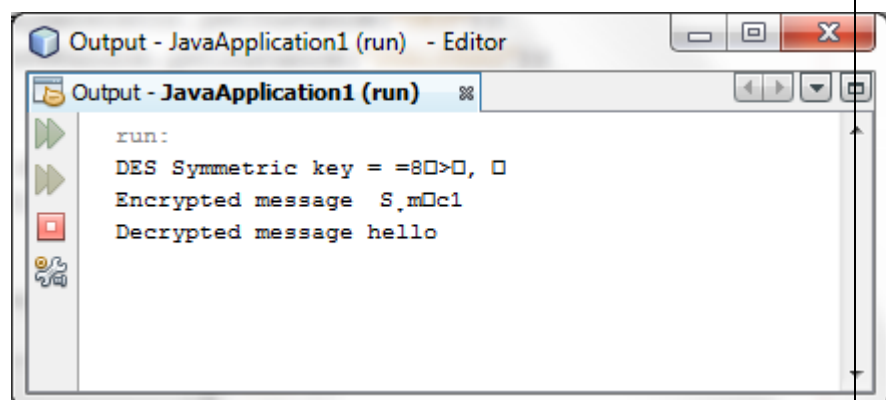
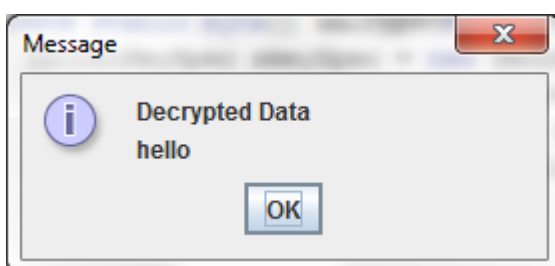
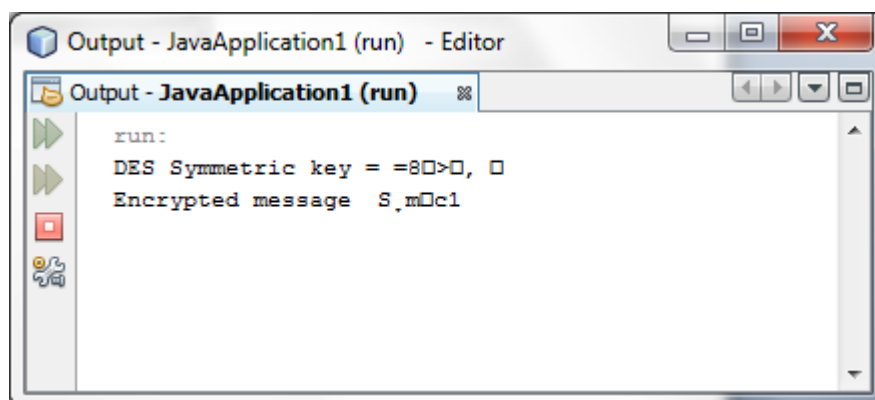
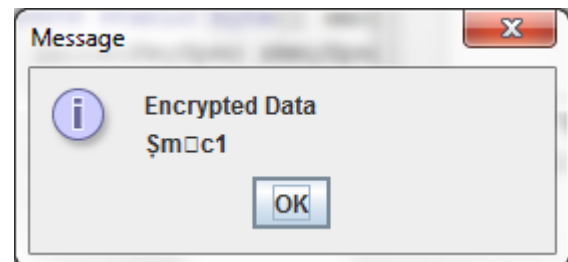
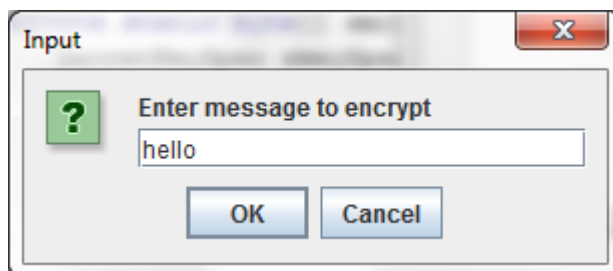
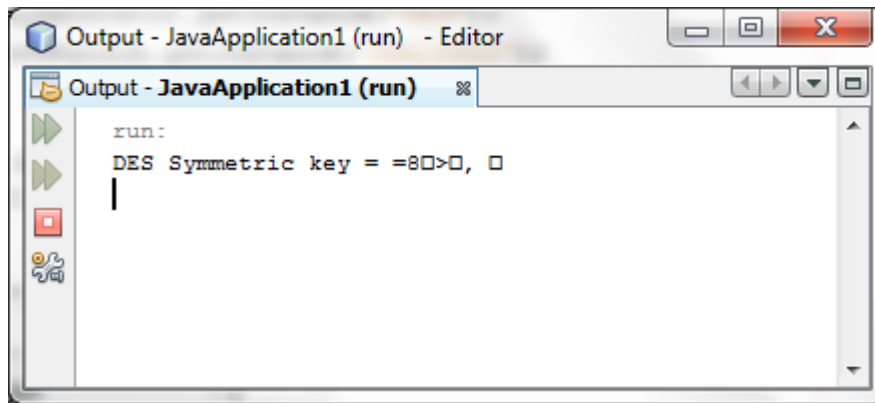
private static byte[] encrypt(byte[] raw, byte[] clear) throws Exception
{
    SecretKeySpec skeySpec = new SecretKeySpec(raw, "DES");
    Cipher cipher = Cipher.getInstance("DES");
    cipher.init(Cipher.ENCRYPT_MODE, skeySpec);
    byte[] encrypted = cipher.doFinal(clear);
    return encrypted;
}

private static byte[] decrypt(byte[] raw, byte[] encrypted) throws Exception
{
    SecretKeySpec skeySpec = new SecretKeySpec(raw, "DES");
    Cipher cipher = Cipher.getInstance("DES");
    cipher.init(Cipher.DECRYPT_MODE, skeySpec);
    byte[] decrypted = cipher.doFinal(encrypted);
    return decrypted;
}

public static void main(String args[])
{
    DES des = new DES();
}
}

```


OUTPUT



RESULT

Thus java program to implement DES was written, executed and output is verified successfully.

AIM

To implement AES using java.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class AES, in that assign values to plaintext, IV and key variables.

Step 3: Define main() to display the encrypted and decrypted text of plain text.

Step 4: Define encrypt() to generated cipher text and decrypt() to generate plain text.

Step 5: Stop the program.

PROGRAM

```
package javaapplication1;
import java.security.MessageDigest;
import java.util.Arrays;
import javax.crypto.KeyGenerator;
import javax.crypto.SecretKey;
import javax.crypto.spec.SecretKeySpec;
import javax.crypto.spec.IvParameterSpec;

import javax.crypto.Cipher;
import javax.crypto.spec.IvParameterSpec;
import javax.crypto.spec.SecretKeySpec;

public class AES
{
    static String IV = "AAAAAAAAAAAAAAAAAAAA";
    static String plaintext = "test text 123\0\0\0"; /*Note null padding*/
    static String encryptionKey = "0123456789abcdef";
    public static void main(String [] args)
    {
        try
        {
            System.out.println("==Java==");
```

```

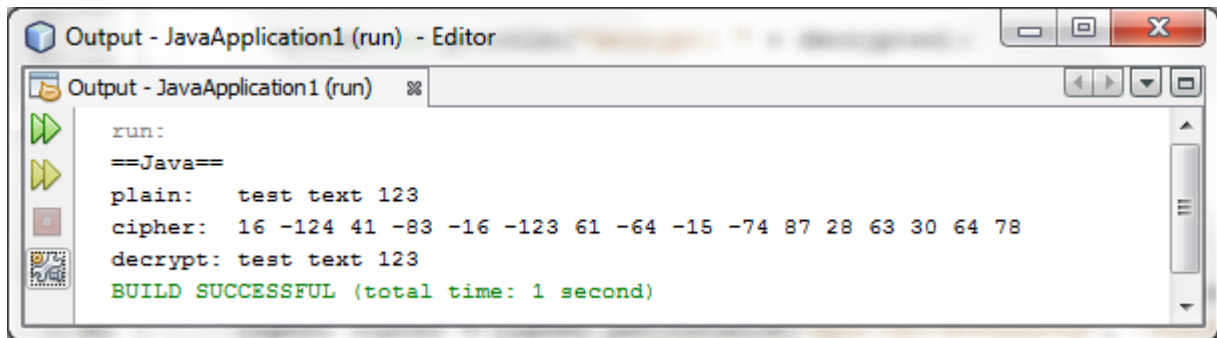
        System.out.println("plain: " + plaintext);
        byte[] cipher = encrypt(plaintext, encryptionKey);
        System.out.print("cipher: ");
        for (int i=0; i<cipher.length; i++)
            System.out.print(new Integer(cipher[i])+" ");
        System.out.println("");
        String decrypted = decrypt(cipher, encryptionKey);
        System.out.println("decrypt: " + decrypted);
    }
    catch (Exception e)
    {
        e.printStackTrace();
    }
}

public static byte[] encrypt(String plainText, String encryptionKey) throws Exception
{
    Cipher cipher = Cipher.getInstance("AES/CBC/NoPadding", "SunJCE");
    SecretKeySpec key = new SecretKeySpec(encryptionKey.getBytes("UTF-8"),
    "AES");
    cipher.init(Cipher.ENCRYPT_MODE, key, new
    IvParameterSpec(IV.getBytes("UTF-8")));
    return cipher.doFinal(plainText.getBytes("UTF-8"));
}

public static String decrypt(byte[] cipherText, String encryptionKey) throws Exception
{
    Cipher cipher = Cipher.getInstance("AES/CBC/NoPadding", "SunJCE");
    SecretKeySpec key = new SecretKeySpec(encryptionKey.getBytes("UTF-8"),
    "AES");
    cipher.init(Cipher.DECRYPT_MODE, key, new
    IvParameterSpec(IV.getBytes("UTF-8")));
    return new String(cipher.doFinal(cipherText), "UTF-8");
}
}

```

OUTPUT

A screenshot of an IDE's output window titled "Output - JavaApplication1 (run) - Editor". The window contains the following text: "run:", "==Java==", "plain: test text 123", "cipher: 16 -124 41 -83 -16 -123 61 -64 -15 -74 87 28 63 30 64 78", "decrypt: test text 123", and "BUILD SUCCESSFUL (total time: 1 second)". The text is displayed in a monospaced font with some color coding: "run:" is green, "==Java==" is black, "plain:" is black, "cipher:" is black, "decrypt:" is black, and "BUILD SUCCESSFUL" is green. The window has standard OS controls (minimize, maximize, close) and a scrollbar on the right side.

```
run:
==Java==
plain:  test text 123
cipher: 16 -124 41 -83 -16 -123 61 -64 -15 -74 87 28 63 30 64 78
decrypt: test text 123
BUILD SUCCESSFUL (total time: 1 second)
```

RESULT

Thus AES was implemented using java and output is verified successfully.

AIM

To write a Java Program for implementing RSA.

ALGORITHM

Step 1: Start the program.

Step 2: Define a default constructor RSA to compare 2 prime numbers.

Step 3: Define a parameterized constructor to assign values.

Step 4: Define bytetostring() to convert byte to string.

Step 5: Define encrypt() to encrypt the text and decrypt() to reproduce the plain text.

Step 6: Define main() to call the encrypt() and decrypt() to perform respective operations and display the results.

Step 7: Stop the program.

PROGRAM

```
package javaapplication1;
import java.io.DataInputStream;
import java.io.IOException;
import java.math.BigInteger;
import java.util.Random;
public class RSA
{
    private BigInteger p;
    private BigInteger q;
    private BigInteger N;
    private BigInteger phi;
    private BigInteger e;
    private BigInteger d;
    private int    bitlength = 1024;
    private Random  r;
    public RSA()
    {
        r = new Random();
        p = BigInteger.probablePrime(bitlength, r);
```

```

        q = BigInteger.probablePrime(bitlength, r);
        N = p.multiply(q);
        phi = p.subtract(BigInteger.ONE).multiply(q.subtract(BigInteger.ONE));
        e = BigInteger.probablePrime(bitlength / 2, r);
        while (phi.gcd(e).compareTo(BigInteger.ONE) > 0 && e.compareTo(phi) < 0)
        {
            e.add(BigInteger.ONE);
        }
        d = e.modInverse(phi);
    }
    public RSA(BigInteger e, BigInteger d, BigInteger N)
    {
        this.e = e;
        this.d = d;
        this.N = N;
    }
    @SuppressWarnings("deprecation")
    public static void main(String[] args) throws IOException
    {
        RSA rsa = new RSA();
        DataInputStream in = new DataInputStream(System.in);
        String teststring;
        System.out.println("Enter the plain text:");
        teststring = in.readLine();
        System.out.println("Encrypting String: " + teststring);
        System.out.println("String in Bytes: "
            + bytesToString(teststring.getBytes()));
        // encrypt
        byte[] encrypted = rsa.encrypt(teststring.getBytes());
        // decrypt
        byte[] decrypted = rsa.decrypt(encrypted);
        System.out.println("Decrypting Bytes: " + bytesToString(decrypted));
        System.out.println("Decrypted String: " + new String(decrypted));
    }

```

```

private static String bytesToString(byte[] encrypted)
{
    String test = "";
    for (byte b : encrypted)
    {
        test += Byte.toString(b);
    }
    return test;
}

// Encrypt message
public byte[] encrypt(byte[] message)
{
    return (new BigInteger(message)).modPow(e, N).toByteArray();
}

// Decrypt message
public byte[] decrypt(byte[] message)
{
    return (new BigInteger(message)).modPow(d, N).toByteArray();
}
}

```

OUTPUT

```

run:
Enter the two prime numbers:
3 5
Enter the message to be sent
hai
Sender Side:
-----
Public Key(e)= 3
Cipher Text= 2
Cipher Text= 1
Receiver Side:
-----
Private Key(d)= 3
Plain Text= 8
Plain Text= 1
Decrypted Message: haiBUILD SUCCESSFUL (total time: 9 seconds)

```

RESULT

Thus java program to implement RSA was written, executed and output is verified successfully.

AIM

To write a Java Program for implementing Diffie - Hellman.

ALGORITHM

Step 1: Start the program.

Step 2: Define class DiffeHellmanBigInt, in that main() get the details and pass the secret key.

Step 3: Calculate the keys and display it.

Step 4: Stop the program.

PROGRAM

```
package javaapplication1;
import java.util.*;
import java.math.BigInteger;
public class DiffeHellmanBigInt
{
    final static BigInteger one = new BigInteger("1");
    public static void main(String args[])
    {
        Scanner stdin = new Scanner(System.in);
        BigInteger p;
        // Get a start spot to pick a prime from the user.
        System.out.println("Enter the approximate value of p you want.");
        String ans = stdin.next();
        p = getNextPrime(ans);
        System.out.println("Your prime is "+p+".");
        // Get the base for exponentiation from the user.
        System.out.println("Now, enter a number in between 2 and p-1.");
        BigInteger g = new BigInteger(stdin.next());
        // Get A's secret number.
        System.out.println("Person A: enter your secret number now.");
        BigInteger a = new BigInteger(stdin.next());
        // Make A's calculation.
```



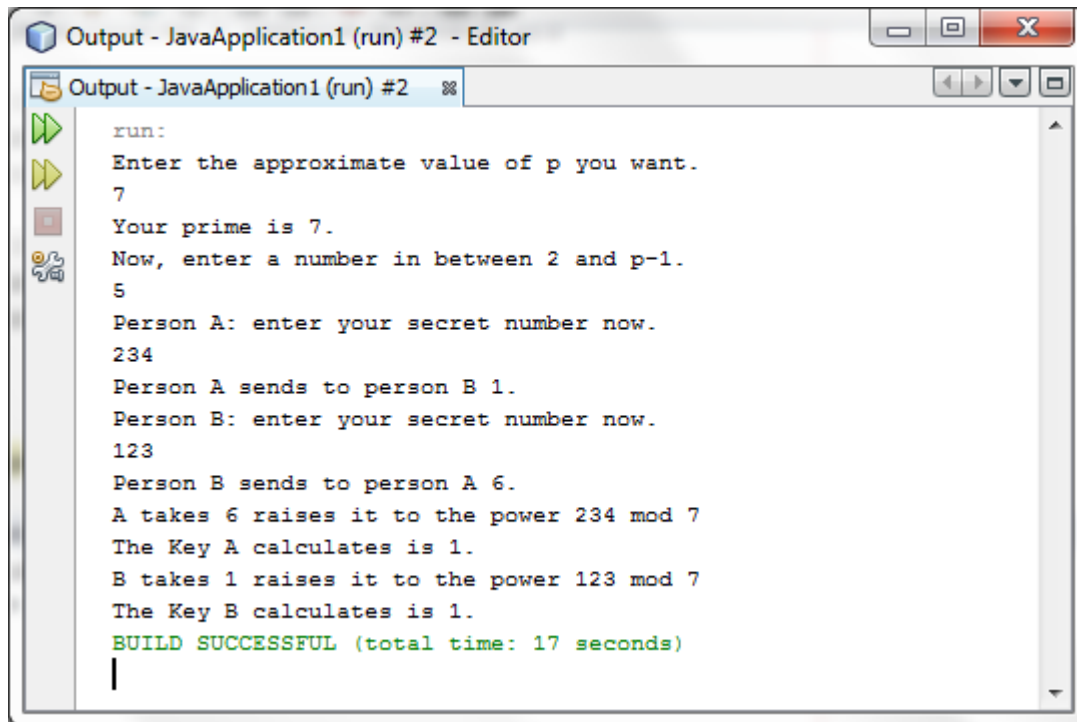
```

        BigInteger resulta = g.modPow(a,p);
        // This is the value that will get sent from A to B.
        // This value does NOT compromise the value of a easily.
        System.out.println("Person A sends to person B "+resulta+".");
        // Get B's secret number.
        System.out.println("Person B: enter your secret number now.");
        BigInteger b = new BigInteger(stdin.next());
        // Make B's calculation.
        BigInteger resultb = g.modPow(b,p);
        // This is the value that will get sent from B to A.
        // This value does NOT compromise the value of b easily.
        System.out.println("Person B sends to person A "+resultb+".");
        // Once A and B receive their values, they make their new calculations.
        // This involved getting their new numbers and raising them to the
        // same power as before, their secret number.
        BigInteger KeyACalculates = resultb.modPow(a,p);
        BigInteger KeyBCalculates = resulta.modPow(b,p);
        // Print out the Key A calculates.
        System.out.println("A takes "+resultb+" raises it to the power "+a+" mod "+p);
        System.out.println("The Key A calculates is "+KeyACalculates+".");
        // Print out the Key B calculates.
        System.out.println("B takes "+resulta+" raises it to the power "+b+" mod "+p);
        System.out.println("The Key B calculates is "+KeyBCalculates+".");
    }

    public static BigInteger getNextPrime(String ans)
    {
        BigInteger test = new BigInteger(ans);
        while (!test.isProbablePrime(99))
            test = test.add(one);
        return test;
    }
}

```

OUTPUT



```
Output - JavaApplication1 (run) #2 - Editor
Output - JavaApplication1 (run) #2 %
run:
Enter the approximate value of p you want.
7
Your prime is 7.
Now, enter a number in between 2 and p-1.
5
Person A: enter your secret number now.
234
Person A sends to person B 1.
Person B: enter your secret number now.
123
Person B sends to person A 6.
A takes 6 raises it to the power 234 mod 7
The Key A calculates is 1.
B takes 1 raises it to the power 123 mod 7
The Key B calculates is 1.
BUILD SUCCESSFUL (total time: 17 seconds)
```

RESULT

Thus java program to implement Diffie Hellman was written, executed and output is verified successfully.

Ex.No: 7

IMPLEMENTATION OF SHA-1

AIM

To write a Java Program for implementing SHA-1.

ALGORITHM

Step 1: Start the program.

Step 2: Define a class HashTextTest, in that main() call sha1() to display secured hash value.

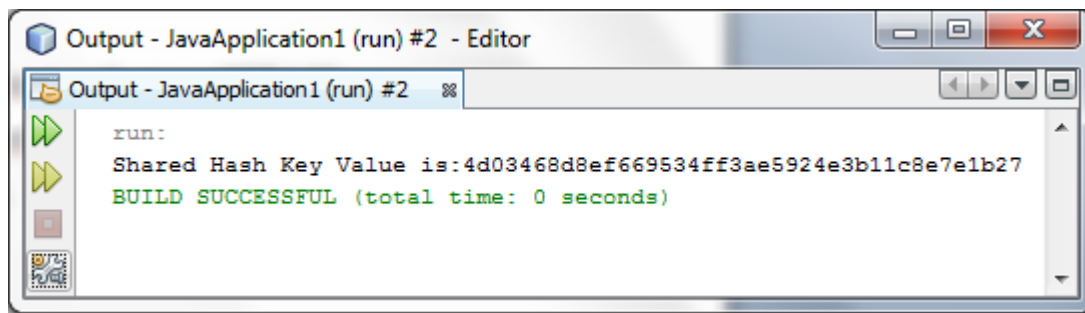
Step 3: Define sha1(), in that define the instances and generate the hash value.

Step 4: Stop the program.

PROGRAM

```
package javaapplication1;
import java.security.MessageDigest;
import java.security.NoSuchAlgorithmException;
public class HashTextTest
{
    public static void main(String[] args) throws NoSuchAlgorithmException
    {
        System.out.println("Shared Hash Key Value is:"+sha1("shared Hashing"));
    }
    static String sha1(String input) throws NoSuchAlgorithmException
    {
        MessageDigest mDigest = MessageDigest.getInstance("SHA1");
        byte[] result = mDigest.digest(input.getBytes());
        StringBuffer sb = new StringBuffer();
        for (int i = 0; i < result.length; i++)
        {
            sb.append(Integer.toString((result[i] & 0xff) + 0x100, 16).substring(1));
        }
        return sb.toString();
    }
}
```

OUTPUT



RESULT

Thus java program to implement SHA was written, executed and output is verified successfully.

Ex.No: 8

IMPLEMENTATION OF SIGNATURE SCHEME DIGITAL SIGNATURE STANDARD

AIM

To implement Signature Scheme of Digital Signature Standard using java.

ALGORITHM

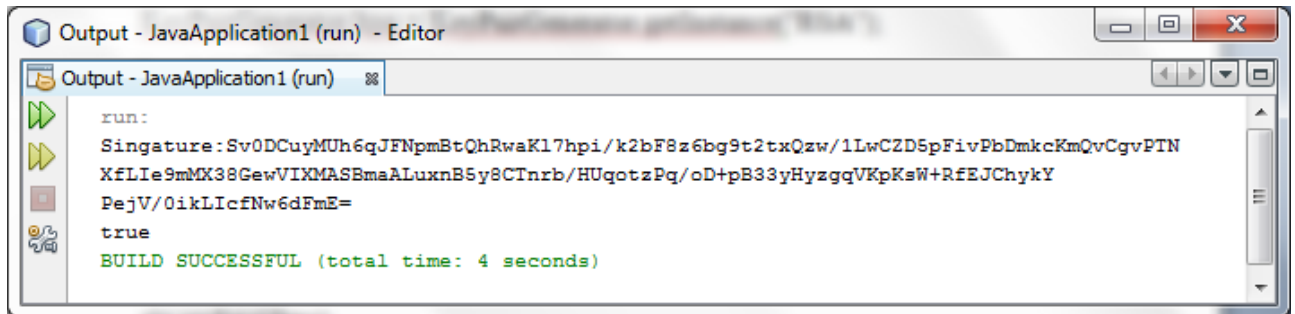
- Step 1: Start the program.
- Step 2: Define a class DSS, in that define a main().
- Step 3: Create instance for KeypairGenerator class.
- Step 4: Generate Key Pair using KeyPair Class.
- Step 5: Send the data to encrypt and sign.
- Step 6: Sign the data using Signature class.
- Step 7: Display the signature and verification status.
- Step 8: Stop the program.

PROGRAM

```
package javaapplication1;
import java.security.KeyPair;
import java.security.KeyPairGenerator;
import java.security.Signature;
import sun.misc.BASE64Encoder;
public class DSS
{
    public static void main(String[] args) throws Exception
    {
        KeyPairGenerator kpg = KeyPairGenerator.getInstance("RSA");
        kpg.initialize(1024);
        KeyPair keyPair = kpg.genKeyPair();
        byte[] data = "test".getBytes("UTF8");
        Signature sig = Signature.getInstance("MD5WithRSA");
        sig.initSign(keyPair.getPrivate());
        sig.update(data);
        byte[] signatureBytes = sig.sign();
        System.out.println("Singature:" + new BASE64Encoder().encode(signatureBytes));
    }
}
```

```
        sig.initVerify(keyPair.getPublic());  
        sig.update(data);  
        System.out.println(sig.verify(signatureBytes));  
    }  
}
```

OUTPUT



RESULT

Thus java program to implement Signature Scheme of Digital Signature Standard was written, executed and output is verified successfully.

Ex.No: 9 DEMONSTRATE INTRUSION DETECTION SYSTEM (IDS)
USING SNORT

AIM

To demonstrate intrusion detection system (ids) using snort.

PROCEDURE

SNORT can be configured to run in three modes:

1. Sniffer mode
2. Packet Logger mode
3. Network Intrusion Detection System mode

Sniffer mode→snort -v Print out the TCP/IP packets header on the screen

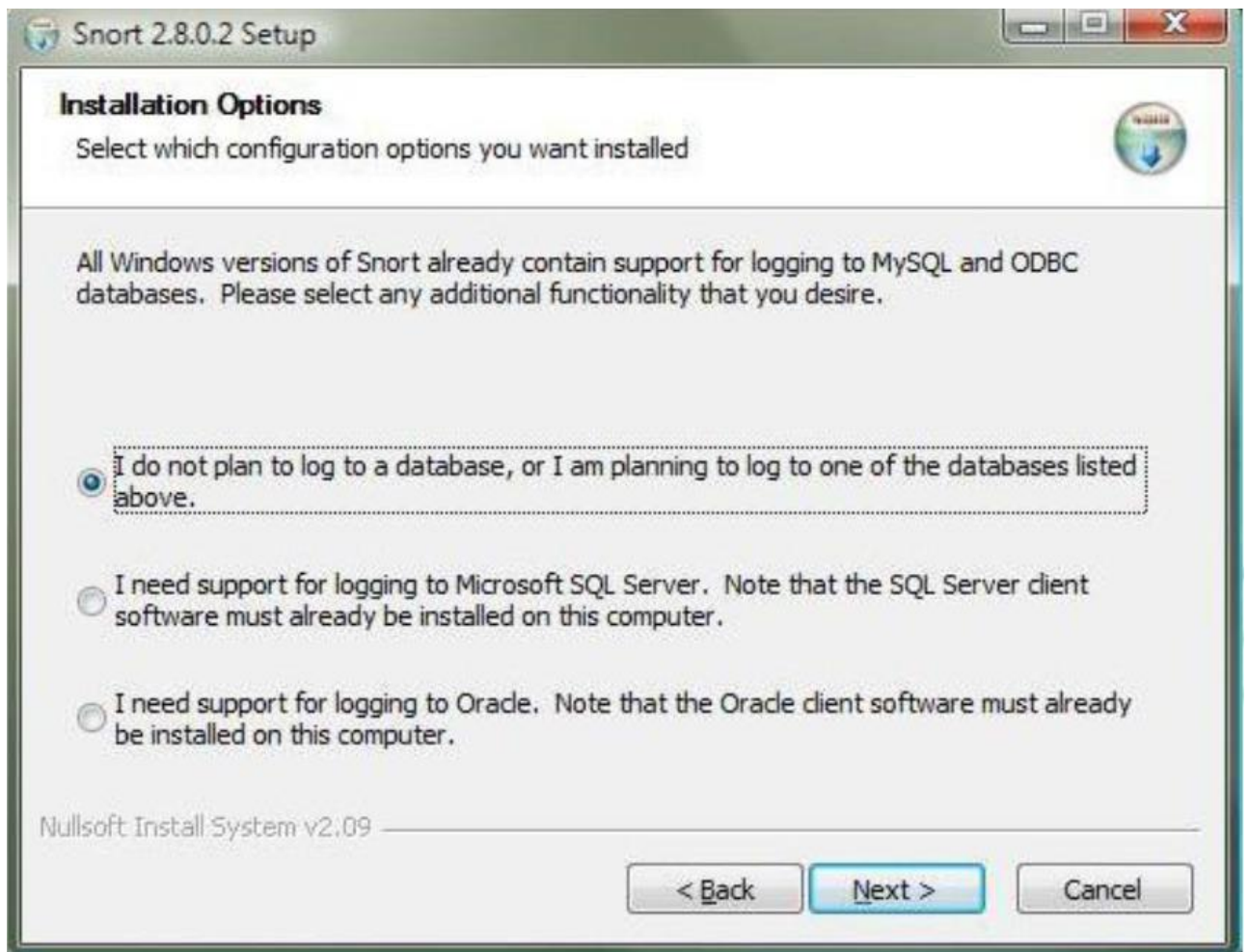
Snort -vd show the TCP/IP ICMP header with application data in transit.

Packet Logger mode→snort -dev -l c:\log [create this directory in the C drive] and snort will automatically know to go into packet logger mode, it collects every packet it sees and places it in log directory. snort -dev -l c:\log -h ipaddress/24 This rule tells snort that you want to print out the data link and TCP/IP headers as well as application data into the log directory. snort -l c:\log -b This is binary mode logs everything into a single file.

Network Intrusion Detection System mode→snort -d c:\log -h ipaddress/24 -c snort.conf - This is a configuration file applies rule to each packet to decide it an action based upon the rule type in the file. Snort -d -h ipaddress/24 -l c:\log -c snort.conf - This will configure snort to run in its most basic NIDS form, logging packets that trigger rules specifies in the snort.conf.

Step 1: Download SNORT from snort.org

Step 2: Install snort with or without database support.



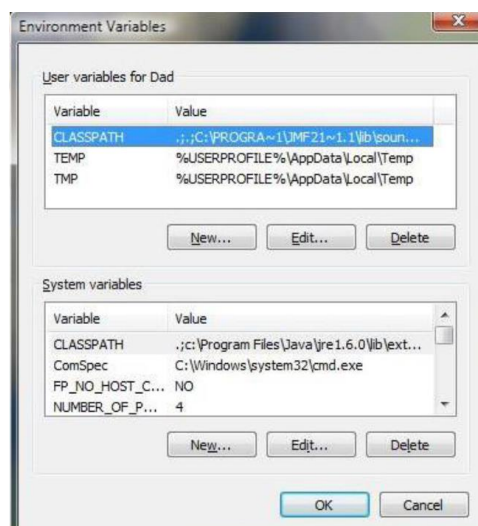
Step 3: Select all the components and Click Next.

Step 4: Install and Close.

Step 5: Skip the WinPcap driver installation

Step 6; Add the path variable in windows environment variable by selecting new classpath.

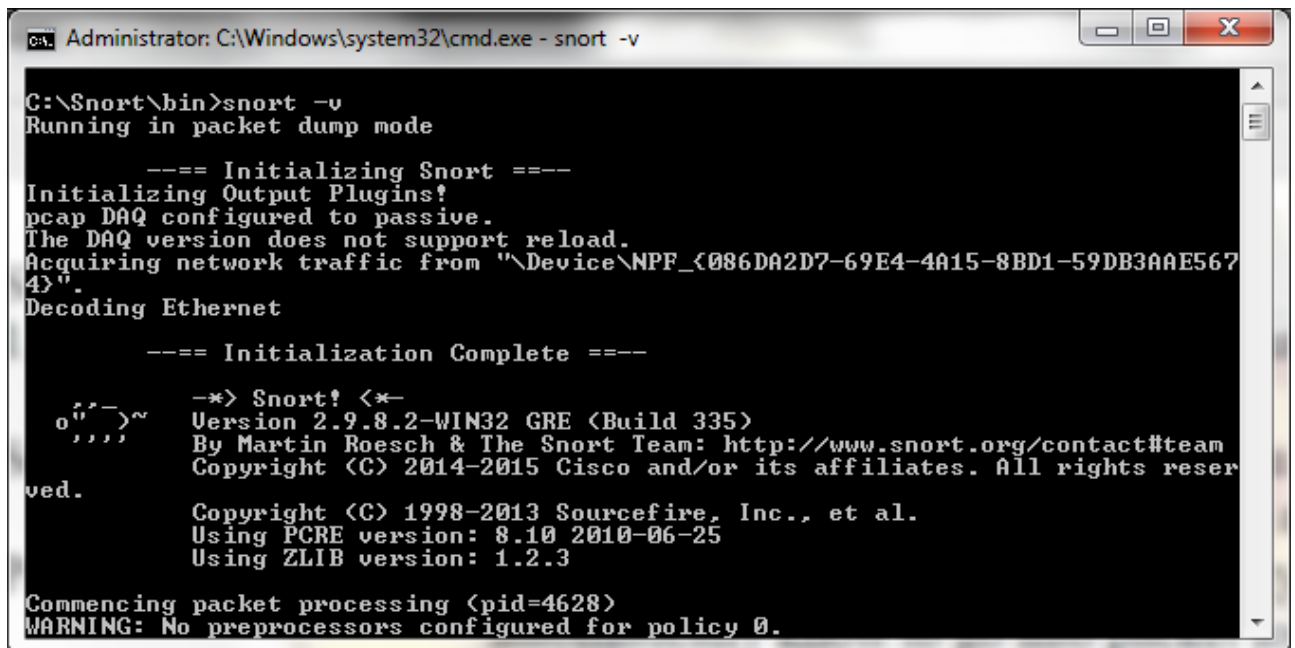
Step 7: Create a path variable and point it at snort.exe variable name → path and variable value → c:\snort\bin.



Step 8: Click OK button and then close all dialog boxes.

Step 9: Open command prompt and type the following commands:

C:\Snort\bin>Snort -v



```
Administrator: C:\Windows\system32\cmd.exe - snort -v

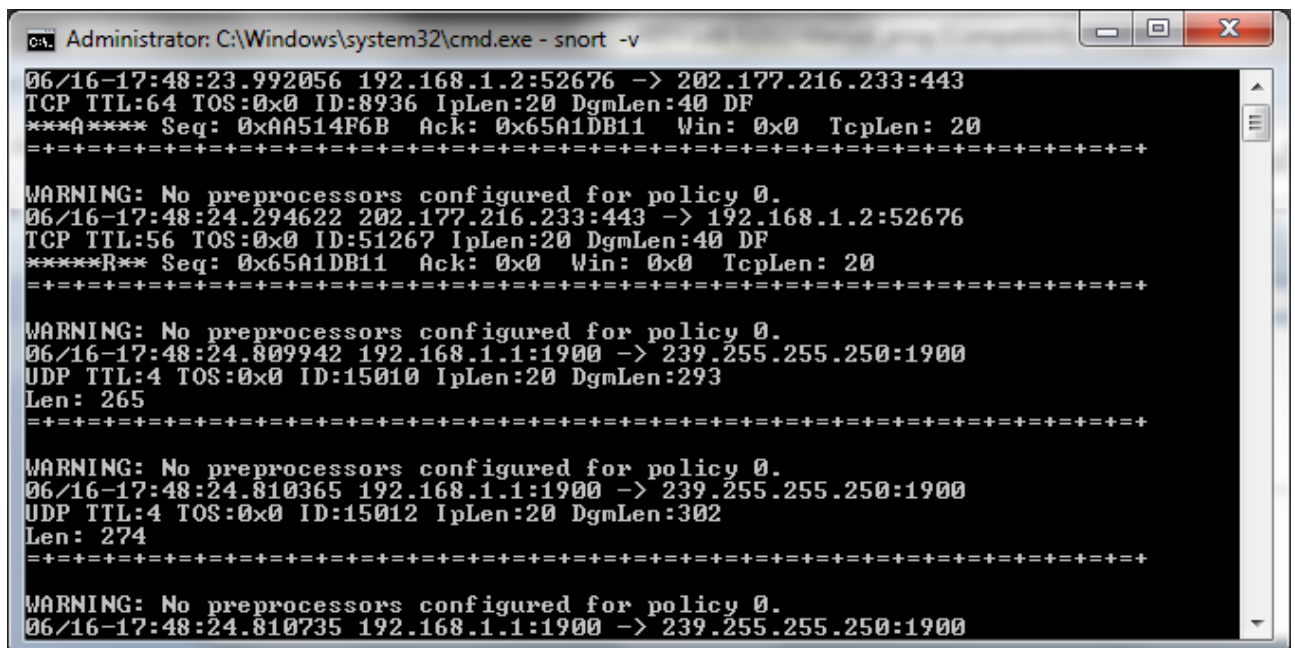
C:\Snort\bin>snort -v
Running in packet dump mode

    === Initializing Snort ===
Initializing Output Plugins!
pcap DAQ configured to passive.
The DAQ version does not support reload.
Acquiring network traffic from "\Device\NPF_{086DA2D7-69E4-4A15-8BD1-59DB3AAE5674}"
Decoding Ethernet

    === Initialization Complete ===

o"~>~
    -*> Snort! <*-
    Version 2.9.8.2-WIN32 GRE (Build 335)
    By Martin Roesch & The Snort Team: http://www.snort.org/contact#team
    Copyright (C) 2014-2015 Cisco and/or its affiliates. All rights reserved.
    Copyright (C) 1998-2013 Sourcefire, Inc., et al.
    Using PCRE version: 8.10 2010-06-25
    Using ZLIB version: 1.2.3

Commencing packet processing (pid=4628)
WARNING: No preprocessors configured for policy 0.
```



```
Administrator: C:\Windows\system32\cmd.exe - snort -v

06/16-17:48:23.992056 192.168.1.2:52676 -> 202.177.216.233:443
TCP TTL:64 TOS:0x0 ID:8936 IpLen:20 DgmLen:40 DF
*****A***** Seq: 0xAA514F6B Ack: 0x65A1DB11 Win: 0x0 TcpLen: 20
=====
WARNING: No preprocessors configured for policy 0.
06/16-17:48:24.294622 202.177.216.233:443 -> 192.168.1.2:52676
TCP TTL:56 TOS:0x0 ID:51267 IpLen:20 DgmLen:40 DF
*****R***** Seq: 0x65A1DB11 Ack: 0x0 Win: 0x0 TcpLen: 20
=====
WARNING: No preprocessors configured for policy 0.
06/16-17:48:24.809942 192.168.1.1:1900 -> 239.255.255.250:1900
UDP TTL:4 TOS:0x0 ID:15010 IpLen:20 DgmLen:293
Len: 265
=====
WARNING: No preprocessors configured for policy 0.
06/16-17:48:24.810365 192.168.1.1:1900 -> 239.255.255.250:1900
UDP TTL:4 TOS:0x0 ID:15012 IpLen:20 DgmLen:302
Len: 274
=====
WARNING: No preprocessors configured for policy 0.
06/16-17:48:24.810735 192.168.1.1:1900 -> 239.255.255.250:1900
```

C:\Snort\bin>Snort - vd

```
Administrator: C:\Windows\system32\cmd.exe - snort -vd
WARNING: No preprocessors configured for policy 0.
06/16-18:18:04.147082 192.168.1.1:1900 -> 239.255.255.250:1900
UDP TTL:4 TOS:0x0 ID:18682 IpLen:20 DgmLen:341
Len: 313
4E 4F 54 49 46 59 20 2A 20 48 54 54 50 2F 31 2E NOTIFY * HTTP/1.
31 20 0D 0A 48 4F 53 54 3A 20 32 33 39 2E 32 35 1 ..HOST: 239.25
35 2E 32 35 35 2E 32 35 30 3A 31 39 30 30 0D 0A 5.255.250:1900..
43 41 43 48 45 2D 43 4F 4E 54 52 4F 4C 3A 20 6D CACHE-CONTROL: m
61 78 2D 61 67 65 3D 33 30 30 30 0D 0A 4C 4F 43 ax-age=3000..LOC
41 54 49 4F 4E 3A 20 68 74 74 70 3A 2F 2F 31 39 ATION: http://19
32 2E 31 36 38 2E 31 2E 31 3A 35 34 33 31 2F 69 2.168.1.1:5431/i
67 64 65 76 69 63 65 64 65 73 63 2E 78 6D 6C 0D gdevice:desc.xml.
0A 53 45 52 56 45 52 3A 20 55 50 6E 50 2F 31 2E .SERVER: UPnP/1.
30 20 42 4C 52 2D 54 58 34 53 2F 31 2E 30 0D 0A 0 BLR-TX4S/1.0..
4E 54 3A 20 75 72 6E 3A 73 63 68 65 6D 61 73 2D NT: urn:schemas-
75 70 6E 70 2D 6F 72 67 3A 64 65 76 69 63 65 3A upnp-org:device:
57 41 4E 44 65 76 69 63 65 3A 31 0D 0A 55 53 4E WANDevice:1..USN
3A 20 75 75 69 64 3A 66 35 63 31 64 31 37 37 2D : uuid:f5c1d177-
36 32 65 35 2D 34 35 64 31 2D 61 36 65 37 2D 39 62e5-45d1-a6e7-9
34 66 62 62 32 63 31 39 31 39 36 3A 3A 75 72 6E 4fbb2c19196::urn
3A 73 63 68 65 6D 61 73 2D 75 70 6E 70 2D 6F 72 :schemas-upnp-or
67 3A 64 65 76 69 63 65 3A 57 41 4E 44 65 76 69 g:device:WANDevi
63 65 3A 31 0D 0A 4E 54 53 3A 20 73 73 64 70 3A ce:1..NTS: ssdp:
61 6C 69 76 65 0D 0A 0D 0A alive....
```

```
Administrator: C:\Windows\system32\cmd.exe - snort -vd
6D 61 73 2D 77 69 66 69 61 6C 6C 69 61 6E 63 65 mas-wifi-
2D 6F 72 67 3A 73 65 72 76 69 63 65 3A 57 46 41 -org:service:WFA
57 4C 41 4E 43 6F 6E 66 69 67 3A 31 0D 0A 4E 54 WLANConfig:1..NT
53 3A 20 73 73 64 70 3A 61 6C 69 76 65 0D 0A 0D S: ssdp:alive...
0A
.
=====
WARNING: No preprocessors configured for policy 0.
06/16-18:18:13.391269 192.168.1.1 -> 224.0.0.1
PROTO:002 TTL:1 TOS:0x0 ID:18704 IpLen:24 DgmLen:32
IP Options (1) => RTRALT
11 64 EE 9B 00 00 00 00 .d.....
=====
WARNING: No preprocessors configured for policy 0.
06/16-18:18:16.300459 192.168.1.2 -> 224.0.0.252
PROTO:002 TTL:1 TOS:0x0 ID:9270 IpLen:24 DgmLen:32
IP Options (1) => RTRALT
16 00 09 03 E0 00 00 FC .....
=====
```

RESULT

Thus Intrusion Detection System was demonstrated using Snort tool successfully.

Ex.No: 10

INSTALLATION OF ROOTKITS AND STUDY ABOUT THE VARIETY OF OPTIONS

AIM

To install rootkits and study about the variety of options.

PROCEDURE

Rootkit is a stealth type of malicious software designed to hide the existence of certain process from normal methods of detection and enables continued privileged access to a computer.

Step 1: Download Rootkit Tool from GMER website. www.gmer.net

Step 2: This displays the Processes, Modules, Services, Files, Registry, RootKit/Malwares, Autostart, CMD of local host.

Step 3: Select Processes menu and kill any unwanted process if any.

Step 4: Modules menu displays the various system files like .sys, .dll

Step 5: Services menu displays the complete services running with Autostart, Enable, Disable, System, Boot.

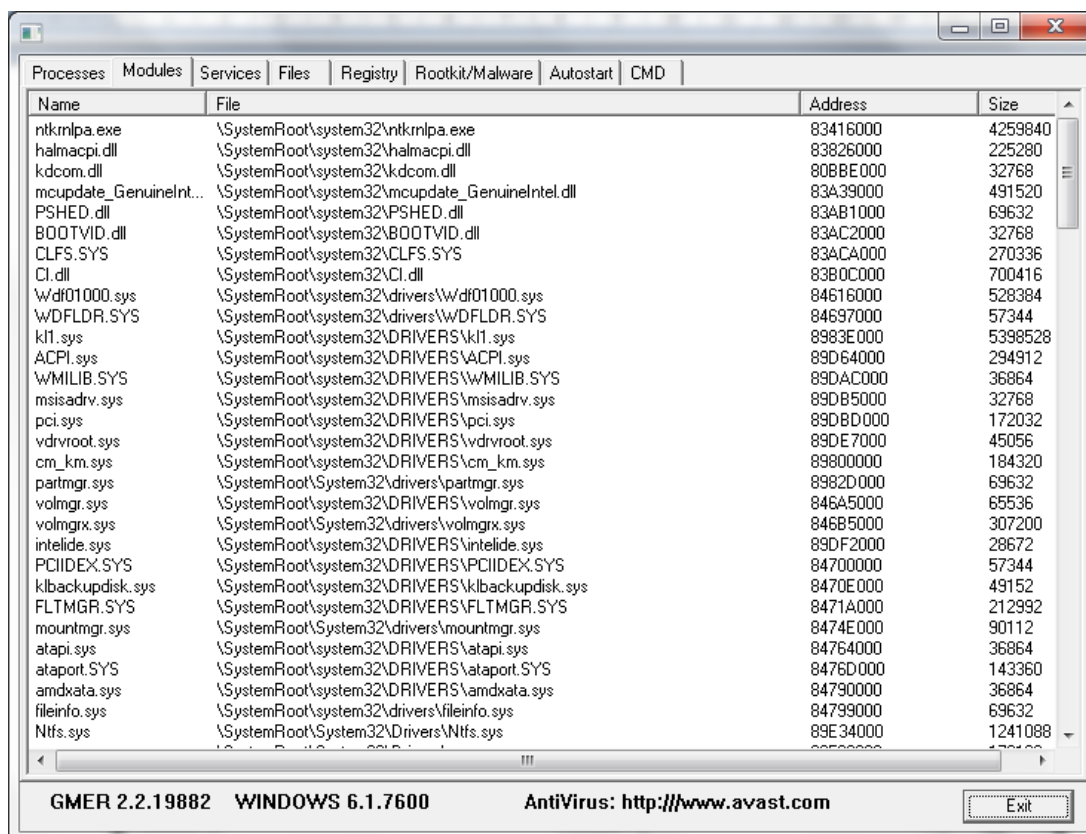
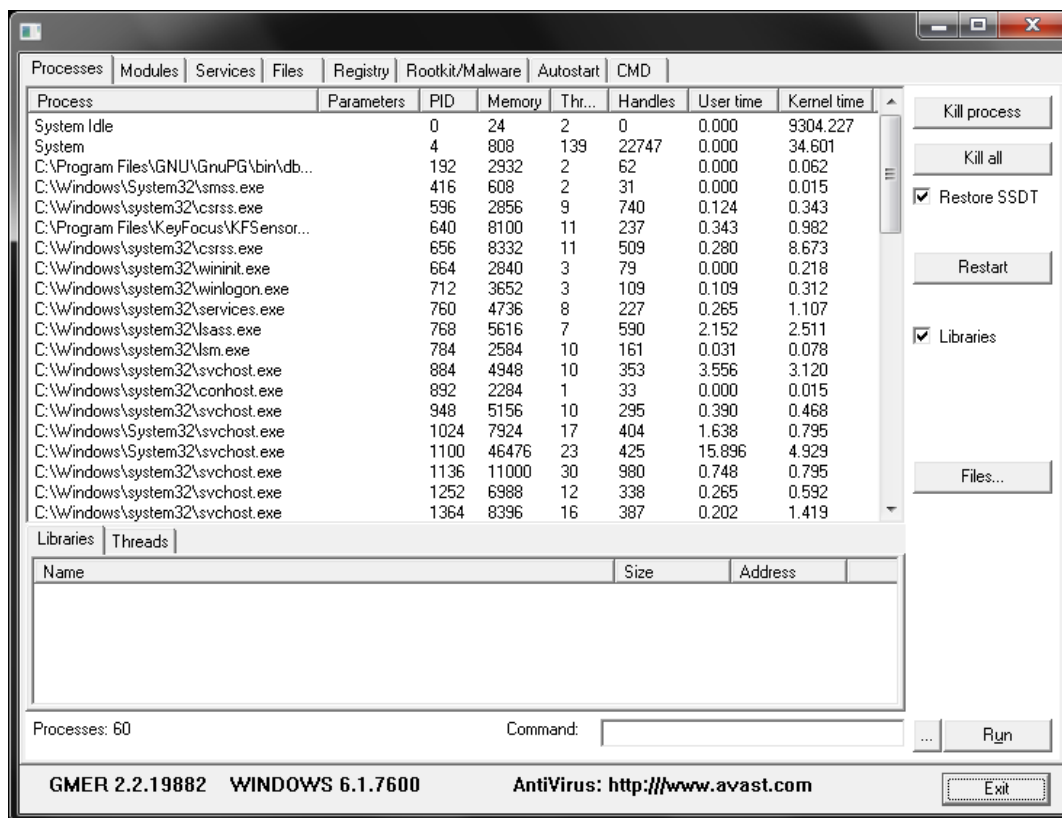
Step 6: Files menu displays full files on Hard-Disk volumes.

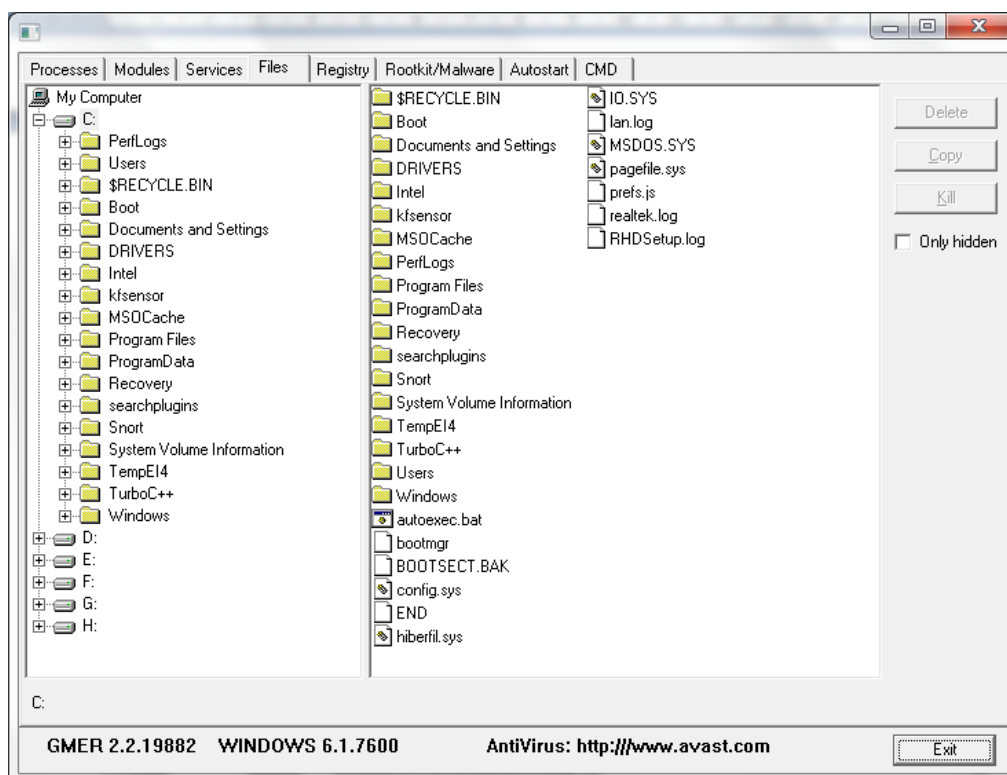
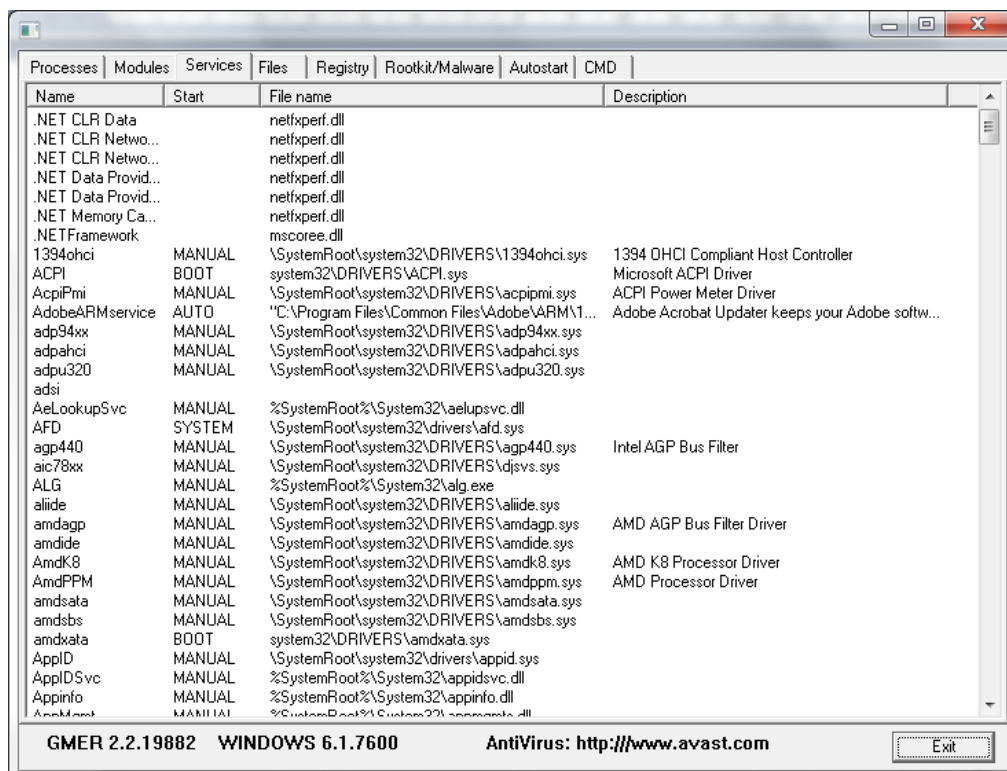
Step 7: Registry displays Hkey_Current_user and Hkey_Local_Machine.

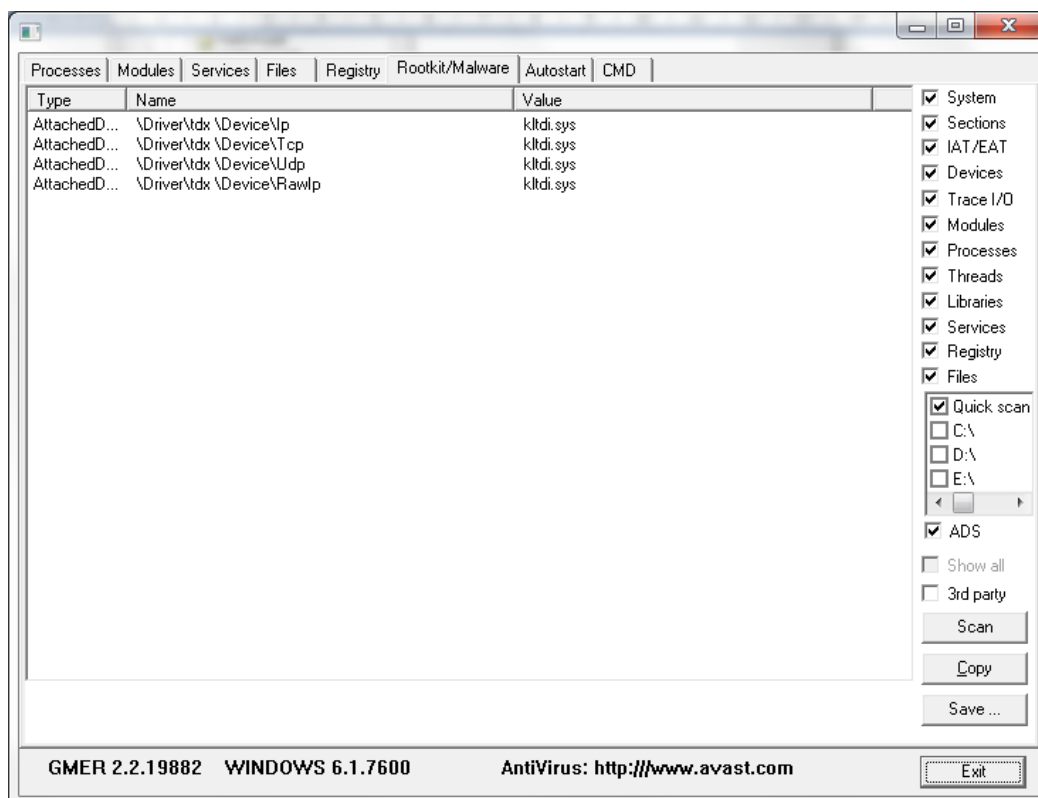
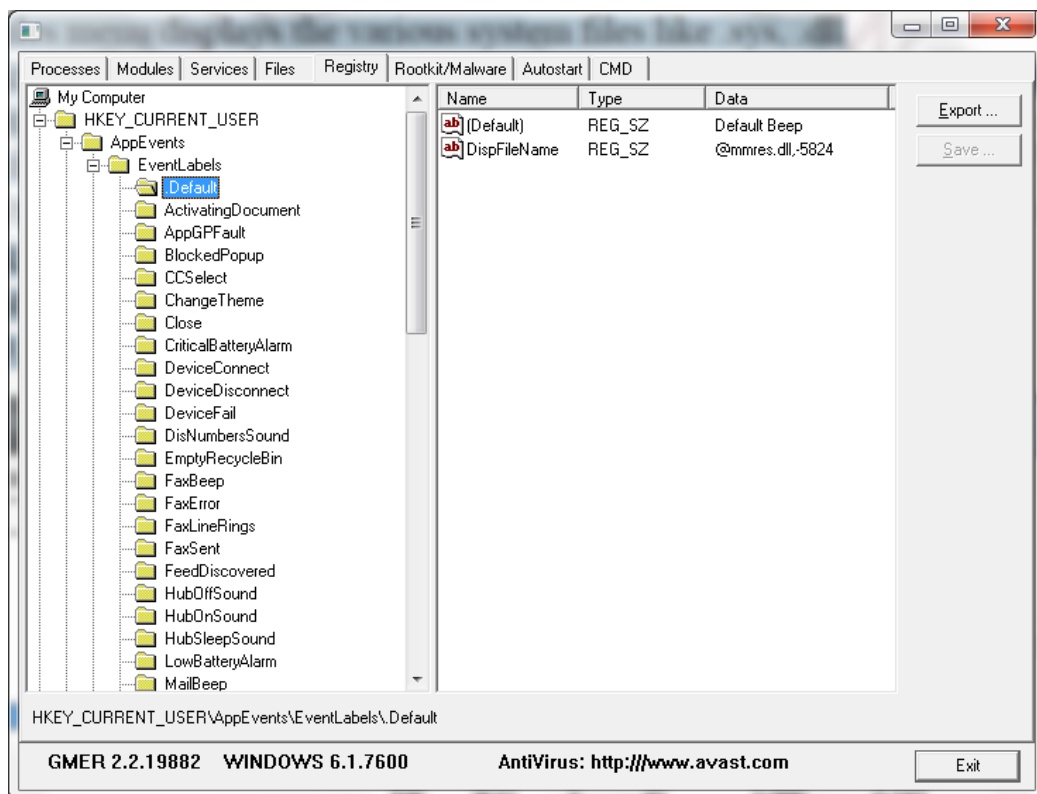
Step 8: Rootkits/Malawares scans the local drives selected.

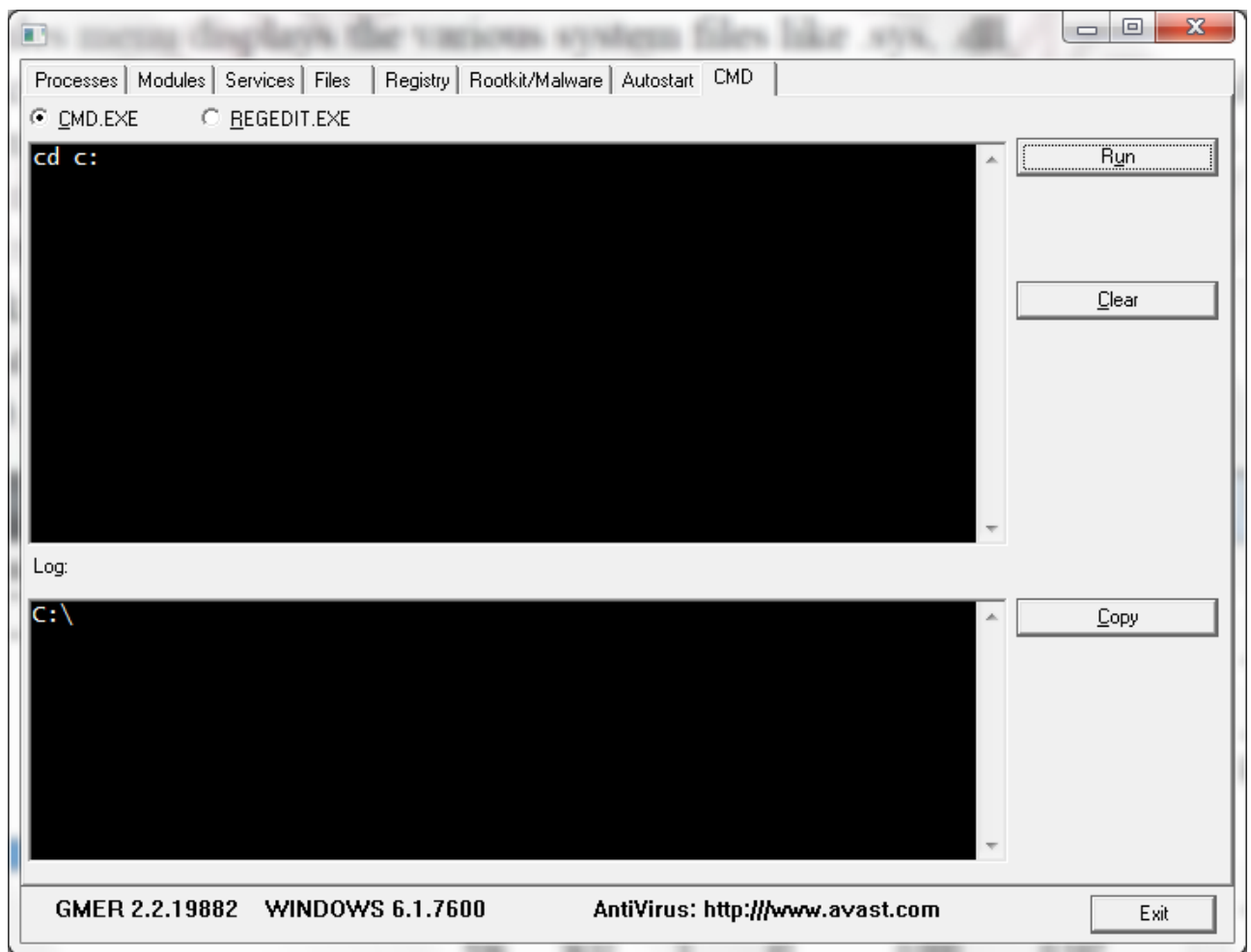
Step 9: Autostart displays the registry base Autostart applications.

Step 10: CMD allows the user to interact with command line utilities or Registry.









RESULT

Thus Rootkit was installed and various options were studied successfully.