

LAB-3

Roll NO. : CE 146

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- \* AIM : write a program to implement
- 1) Playfair cipher
  - 2) AutoKey cipher

1) Playfair cipher :

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
int keyMatrix[5][5];
```

```
class pointer {
```

```
public:
```

```
int x;
```

```
int y;
```

```
};
```

```
pointer findInMatrix (char a, char b,  
pointer p[]) {
```

```
if (a == 'J')
```

```
    a = 'I';
```

```
int i, j;
```

```
for (i=0; i<5; i++)
```

```
    for (j=0; j<5; j++)
```



```
if (keyMatrix[i][j] == a) {
```

```
    p[0].x = i;
```

```
    p[0].y = j;
```

```
}
```

```
else if (keyMatrix[i][j] == b) {
```

```
    p[1].x = i;
```

```
    p[1].y = j;
```

```
}
```

```
}
```

```
string removeSpaces(string str)
```

```
{
```

```
    str.erase(remove(str.begin(), str.end(),  
                    ' '), str.end());
```

```
    return str;
```

```
}
```

```
int mode(int a, int n) {
```

```
    int modeN = a % n;
```

```
    if (modeN < 0)
```

```
        modeN += n;
```

```
    return modeN;
```

```
}
```



```

void generateMatrix (string key) {
    int i, j, k=0, id=key.length();
    char s='A';
    for (i=0; i<5; i++) {
        for (j=0; j<5; j++) {
            if (k<id) {
                keyMatrix[i][j] = key[k];
                k++; j++;
            }
            else {
                if (s == 'Z')
                    s++;
                if (key.find(s) == string::npos)
                    keyMatrix[i][j] = s;
                s++; j++;
            }
        }
        else
            s++;
    }
}

```



```

string encrypt (string PlainText) {
    int l = PlainText.length(), i, j;
    string encryptText;
    if (l % 2 != 0)
        PlainText[l] = 'z';
    for (i = 0; i < l; i++) {
        pointer p[2];
        findInMatrix (toupper(PlainText[i]),
            toupper(PlainText[i+1]), p);
        i++;
        if (p[0].x == p[1].x) {
            encryptText += keyMatrix[p[0].x]
                [mode(p[0].y+1, 5)];
            encryptText += keyMatrix[p[0].x]
                [mode(p[1].y+1, 5)];
        }
        else if (p[0].y == p[1].y) {
            encryptText += keyMatrix[mode(
                p[0].x+1, 5)][p[0].y];
            encryptText += keyMatrix[mode(
                p[1].x+1, 5)][p[0].y];
        }
        else {
            encryptText += keyMatrix[p[0].x]
                [p[1].y];
            encryptText += keyMatrix[p[1].x]
                [p[0].y];
        }
    }
    return encryptText;
}

```



```

string decrypt (string cipherText) {
    int l = cipherText.length(), i, j;
    string decryptText;
    for (i = 0; i < l; i++) {
        pointer p[2];
        findInMatrix (cipherText[i], cipherText
                      [i+1], p);
        i++;
        if (p[0].x == p[1].x) {
            decryptText += keyMatrix [p[0].x]
                          [mode (p[0].y - 1, 5)];
            decryptText += keyMatrix [p[0].x]
                          [mode (p[1].y - 1, 5)];
        }
        else if (p[0].y == p[1].y) {
            decryptText += keyMatrix [mode (
                p[0].x - 1, 5)] [p[0].y];
            decryptText += keyMatrix [mode (
                p[1].x - 1, 5)] [p[0].y];
        }
        else {
            decryptText += keyMatrix [p[0].x]
                          [p[1].y];
            decryptText += keyMatrix [p[1].x]
                          [p[0].y];
        }
    }
    transform (decryptText.begin(), decryptText.
               end(), decryptText.begin(), ::tolower);
    return decryptText;
}

```



```

int main() {
    string plainText, key = "MONARCHY";
    generateMatrix(key);
    cout << "Plain Text : " ;
    getline(cin, plainText);
    plainText = removeSpaces(plainText);
    string encryptText = encrypt(plainText);
    cout << "Cipher Text : " << encryptText
    << endl << "Decrypt Text : " <<
    decrypt(encryptText);
}

```

→ Test case - 1 :

Input : Plain Text : Play fair

Output : Cipher Text : QPNBIOKA  
 Decrypt Text : Play fair.

→ Test case - 2 :

Input : Plain Text : Shubham X Shingai

Output : Cipher Text : PBXCBOAUPB&AINSM  
 Decrypt Text : shubhamxshingai



2) Auto key cipher :

```
#include <bits/stdc++.h>
using namespace std;
```

```
string encrypt (int key, string plainText) {
    string cipherText;
    int i, textmap;
    transform (plainText.begin(), plainText.
                end(), plainText.begin(), ::toupper);
    for (i=0; i < plainText.length(); i++) {
        textmap = plainText[i] - 'A';
        cipherText += mode (textmap + key, 26)
                      + 'A';
        key = textmap;
    }
    return cipherText;
}
```

```
string decrypt (int key, string cipherText) {
    string plainText;
    int i, textmap;
    for (i=0; i < cipherText.length(); i++) {
        textmap = cipherText[i] - 'A';
        plainText += mode (textmap - key,
                          26) + 'A';
        key = plainText[i] - 'A';
    }
    return plainText;
}
```



```

int main() {
    string plainText;
    cout << "Enter plain Text:";
    cin >> plainText;
    int key;
    cout << "Enter key:";
    cin >> key;
    string encryptText = encrypt(
        key, plainText);
    cout << "Encrypt Text:" << encryptText
        << endl << "Decrypt Text:"
        << decryptText(key, encryptText);
    return 0;
}

```

→ Test case - 1 :

Input : chutokeycipher      key = 15

Output : Encrypt Text : PUNHYOCA KX WLV  
 Decrypt Text : chutokeycipher

→ Test case - 2 :

Input : Shubham      key = 20

Output : Encrypt Text : mZBV IHM  
 Decrypt Text : Shubham