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**Algorithm 13** Prosedur Permutasi Blok

---

```
1: procedure PERMUTATIONBLOK(in/out img,in defBlok)
2:   Start
3:    $p = \text{bilanganPrima}(256)$  ▷ Algoritma 14
4:    $a = \text{generateNumber}(p)$ 
5:   For  $i = 0$  :size of defblok do ▷ Pemberian nilai awal
6:      $d = \text{pangkat}(a, i + 69 \bmod 256) \bmod 256$ 
7:     SwapBlok(defBlok[ $i$ ], defBlok[ $d - 1$ ], img) ▷ Algoritma 16
8:   EndFor
9: end procedure
```

---

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**Algorithm 14** Prosedur Generate bilangan Prima.

---

```
1: procedure BILANGANPRIMA(in  $N$ )
2:   Start
3:   For  $i = N$  : $N + 100$  do
4:     If isPrima( $N$ ) Then ▷ Algoritma 15
5:       return  $N$ 
6:   EndFor
7:   End
8: end procedure
```

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**Algorithm 15** Prosedur cek Bilangan Prima.

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```
1: procedure ISPRIMA(in  $N$ )
2:   Start
3:   For  $j = 2$  :akar( $N$ ) + 1 do
4:     If  $N \bmod 2 == 0$  Then
5:       return false
6:   EndFor
7:   End
8: end procedure
```

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