ASCII Obfuscation

0.0.1

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Chapter 1

Todo List

Global main (int argC, char ∗∗argV)

Work in Progress : Add conditionnal fork:

- if there are arguments in the program call, just translates the input string and exit (or print error message)
- if there is no argument, go to the infinite loop to use the program until asked to quit

Global translate_into_obscure (char ∗input, unsigned char ∗output)

Work In Progress : calculate consonant translation

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

deprecated_functions.c 5
deprecated_functions.h 6
main.c 7

Chapter 3

File Documentation

3.1 deprecated_functions.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include "deprecated_functions.h"
```

Functions

- void shift_letters (void)

  Shift letters from upper case to lower case or from lower case to upper case.
- void character_bit_shifting (void)

  Bit shifts a string of character to make it unreadable.

Variables

- const char input_table [ ] = "I think you know my point about inline if operations : it only obfuscates the code.\n"
- const char bit_shifted_char_table [ ]

3.1.1 Function Documentation

3.1.1.1 void character_bit_shifting (void)

Bit shifts a string of character to make it unreadable.

Definition at line 89 of file deprecated_functions.c.

References input_table.

3.1.1.2 void shift_letters (void)

Shift letters from upper case to lower case or from lower case to upper case.

Definition at line 40 of file deprecated_functions.c.

References SHIFT_VAL.

3.1.2 Variable Documentation

3.1.2.1 const char bit_shifted_char_table[ ]

Initial value:

```
=
{
    0x92, 0x40, 0xe8, 0xd0, 0xd2, 0xdc, 0xd6, 0x40, 0xf2, 0xde, 0xea, 0x40, 0xd6, 0xdc, 0xde, 0xee, 0x40,
      0xda, 0xf2,
    0x40, 0xe0, 0xde, 0xd2, 0xdc, 0xe8, 0x40, 0xc2, 0xc4, 0xde, 0xea, 0xe8, 0x40, 0xd2, 0xdc, 0xd8, 0xd2,
      0xdc, 0xca,
    0x40, 0xd2, 0xcc, 0x40, 0xde, 0xe0, 0xca, 0xe4, 0xc2, 0xe8, 0xd2, 0xde, 0xdc, 0xe6, 0x40, 0x74, 0x40,
      0xd2, 0xe8,
    0x40, 0xde, 0xdc, 0xd8, 0xf2, 0x40, 0xde, 0xc4, 0xcc, 0xea, 0xe6, 0xc6, 0xc2, 0xe8, 0xca, 0xe6, 0x40,
      0xe8, 0xd0,
    0xca, 0x40, 0xc6, 0xde, 0xc8, 0xca, 0x5c
}
```

Definition at line 18 of file deprecated_functions.c.

3.1.2.2 const char input_table[ ] = "I think you know my point about inline if operations : it only obfuscates the code.\n"

Definition at line 17 of file deprecated_functions.c.

Referenced by character_bit_shifting().

3.2 deprecated_functions.h File Reference

Macros

- #define SHIFT_VAL ('a'-'A')

Functions

- void shift_letters (void)

  Shift letters from upper case to lower case or from lower case to upper case.
- void character_bit_shifting (void)

  Bit shifts a string of character to make it unreadable.

3.2.1 Macro Definition Documentation

3.2.1.1 #define SHIFT_VAL ('a'-'A')

Definition at line 6 of file deprecated_functions.h.

Referenced by shift_letters().

3.2.2 Function Documentation

3.2.2.1 void character_bit_shifting (void)

Bit shifts a string of character to make it unreadable.

Definition at line 89 of file deprecated_functions.c.

References input_table.

3.2.2.2 void shift_letters (void)

Shift letters from upper case to lower case or from lower case to upper case.

Definition at line 40 of file deprecated_functions.c.

References SHIFT_VAL.

3.3 main.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
```

Macros

- #define SHIFT_VAL ('a'-'A')
- #define ever (;;)
- #define forever for ever

Functions

- bool is_a_vowel (char letter_to_analyse)

  Tells if the character given in argument is a vowel or not.
- int calculate_vowel_translation (char vowel, unsigned char *p_out_buffer, int *p_offset)

  Calculate the translation of a vowel into consonant.
- int translate_into_obscure (char *input, unsigned char *output)

  Translation loop function.
- int main (int argC, char **argV)

  Main program function.

Variables

- const char vowels [ ] = { 'a', 'e', 'i', 'o', 'u', 'y' }
- const char consonants [ ] = { 'b', 'c', 'd', 'f', 'g', 'h', 'j', 'k', 'l', 'm', 'n', 'p', 'q', 'r', 's', 't', 'v', 'w', 'x', 'z' }
- const char mesage_str [ ] = "i think you know my point about inline if operations : it only obfuscates the code."

3.3.1 Macro Definition Documentation

3.3.1.1 #define ever (;;)

Definition at line 20 of file main.c.

3.3.1.2 #define forever for ever

Definition at line 21 of file main.c.

Referenced by main().

3.3.1.3 #define SHIFT_VAL ('a'-'A')

Note

it might be of use to add the following line

Definition at line 17 of file main.c.

3.3.2 Function Documentation

3.3.2.1 int calculate_vowel_translation (char *vowel*, unsigned char * *p_out_buffer*, int * *p_offset*)

Calculate the translation of a vowel into consonant.

Parameters

in	*vowel*	Vowel character to translate into consonant character
out	*p_out_buffer*	Pointer onto output buffer
out	*p_offset*	Pointer onto offset value to set

Returns

An error value :

- 0 if OK
- (-1) if failure

Definition at line 49 of file main.c.

Referenced by translate_into_obscure().

3.3.2.2 bool is_a_vowel (char *letter_to_analyse*)

Tells if the character given in argument is a vowel or not.

Parameters

in	*letter_to_analyse*	Character that we will tell if its a vowel or not

Returns

A boolean value :

- true : letter_to_analyse is a vowel
- false : letter_to_analyse is a consonant

Definition at line 89 of file main.c.

References vowels.

Referenced by translate_into_obscure().

3.3.2.3 int main (int *argC*, char ** *argV*)

Main program function.

Todo Work in Progress : Add conditionnal fork:

- if there are arguments in the program call, just translates the input string and exit (or print error message)
- if there is no argument, go to the infinite loop to use the program until asked to quit

Remarks

print which option has been chosen (encode or decode) (this line is only here for debug)
just print the input string for now (translation part of the program is not finished)

Definition at line 140 of file main.c.

References forever.

3.3.2.4 int translate_into_obscure (char * *input*, unsigned char * *output*)

Translation loop function.

Parameters

`in`	*input*	String that contains the original message
`out`	*output*	Buffer in which we would write the resulting string

Returns

An int value :

- 0 if everything is OK
- (-1) if process ends in error

Todo Work In Progress : calculate consonant translation

Definition at line 115 of file main.c.

References calculate_vowel_translation(), is_a_vowel(), and mesage_str.

3.3.3 Variable Documentation

3.3.3.1 const char consonants[ ] = { 'b', 'c', 'd', 'f', 'g', 'h', 'j', 'k', 'l', 'm', 'n', 'p', 'q', 'r', 's', 't', 'v', 'w', 'x', 'z' }

Definition at line 25 of file main.c.

3.3.3.2 const char mesage_str[ ] = "i think you know my point about inline if operations : it only obfuscates the code."

Definition at line 27 of file main.c.

Referenced by translate_into_obscure().

3.3.3.3 const char vowels[ ] = { 'a', 'e', 'i', 'o', 'u', 'y' }

Definition at line 24 of file main.c.

Referenced by is_a_vowel().

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