ISC ASSIGNMENT -04

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PLAYFAIR CIPHER

QUE1 .Design and implement a program to perform encryption and decryption using the Playfair Cipher with both a 5x5 and a 6x6 matrix. Consider the following inputs for the program.

5×5 matrix

```
import java.util.*;
public class p1 playfair 5 5 {
   public static Character key matrix[][];
   public static HashMap<Character,Cordinate>get cordinate;
   public static HashSet<Character> hs;
   public static void init(){
        key matrix=new Character[5][5];
        get cordinate=new HashMap<>();
        hs=new HashSet<>();
        // System.out.println(hs);
        // print(key matrix);
    }
   public static void print(Character arr[][]){
        for(int i=0;i<arr.length;i++){</pre>
            for(int j=0;j<arr.length;j++){</pre>
            System.out.print(arr[i][j]+" ");
            System.out.println();
```

```
}
    public static class Cordinate{
        int x,y;
        Cordinate(int x,int y) {this.x=x;this.y=y;}
    }
   public static void generate key matrix(String key phrase) {
        /*keep a track of the characters which have already
occured. */
        int n=key phrase.length(),i=0,j=0;
        key phrase= key phrase.toLowerCase();
        // System.out.println("n : "+n+" i: "+i+" j: "+j+"
key phrase"+key phrase);
        for(int idx=1;idx<=n;idx++) {</pre>
            char ch=key phrase.charAt(idx-1);
            // System.out.println("idx: "+idx+" ch: "+ch+" i :
"+i+" j: "+j);
            if(!hs.contains(ch)){
                /*ignore if it is a space character */
                if(ch==' '){
                    // System.out.println("---- space
 ----");
                    continue;
                if(ch=='i' || ch=='j'){
                    hs.add('i');hs.add('j');
                    get_cordinate.put('i', new Cordinate(i,
j));
                    // System.out.println("ch == > "+ch);
                    get cordinate.put('j', new Cordinate(i,
j));
```

```
key matrix[i][j]=ch;
                get cordinate.put(ch, new Cordinate(i, j));
                hs.add(ch);
                // if(i>=5 || j>=5) {continue;}
                if(j>=4){
                    i++;
                j = (j+1) %5;
                if(i>=5 || j>=5) {break;}
            }else {
                // System.out.println(" already exstis");
                continue;
            }
        }
        // System.out.println();
        // print(key matrix);
        // System.out.println("i : "+i+" j: "+j);
        for( int k=0; k<26; k++) {
            char ch= (char)('a'+k);
            // System.out.println("ch => "+ch);
            if(!hs.contains(ch)){
                key matrix[i][j]=ch;
                if(ch=='i' || ch=='j'){
                    get cordinate.put('i', new Cordinate(i,
j));
                    get_cordinate.put('j', new Cordinate(i,
j));
                    hs.add('i');
                    hs.add('j');
                }else {
```

```
get cordinate.put(ch, new Cordinate(i,
j));
                }
                if(j>=4){
                    i++;
                j = (j+1) %5;
                if(i>=5 || j>=5){
                    break;
                }
                // System.out.println("i => "+i+" j => "+j);
            }
        }
        // System.out.println("----");
        print(key matrix);
   public static ArrayList<String>
generate valid digram(String str){
        ArrayList<String> ans=new ArrayList<>();
        int n=str.length();
        ans.add(str.charAt(0)+"");
        for(int i=1;i<n;i++) {</pre>
            if(ans.get(ans.size()-1).length()==2){
                /*agar jo greater than 1 6e then you need to
add it for sure. */
                String s= str.charAt(i)+"";
                ans.add(s);
            }else {
                /*if it is less than 1 ...then check if the
character is same or not. */
                if(ans.get(ans.size()-1).charAt(0)==
str.charAt(i)) {
```

```
String new str= ans.get(ans.size()-1)+
"x";
                    ans.set(ans.size()-1, new str);
                    ans.add(str.charAt(i)+"");
                }else {
                    String new str= ans.get(ans.size()-1)+
str.charAt(i);
                    ans.set(ans.size()-1, new str);
                }
            }
        }
        if(ans.get(ans.size()-1).length()==1){
            String new str= ans.get(ans.size()-1)+ "x";
            ans.set(ans.size()-1, new str);
        }
        System.out.println("ans : "+ans);
        return ans;
    public static String playfair cipher(String str) {
        char ch1=str.charAt(0), ch2=str.charAt(1);
        Cordinate p1=get cordinate.get(ch1), p2=
get cordinate.get(ch2);
        int p1 x= p1.x, p1 y = p1.y;
        int p2 x = p2.x, p2 y = p2.y;
        // System.out.println("p1 x: "+p1 x+" p1 y : "+p1 y);
        // System.out.println("p2 x: "+p2 x+" p2 y : "+p2 y);
        String encypted str="";
        /*if they are having the same row... */
        if(p1 x == p2 x) {
            /*the encrpted characters would be at the right of
them */
```

```
char en ch1= key matrix[(p1 x)][(p1 y+1)%5];
           char en ch2= key matrix[(p2 x)][(p2 y+1)%5];
           encypted str = en ch1+ ""+en ch2;
           return encypted str;
       }
       /*if they have the same column */
       if(p1 y == p2 y) {
           /*the encrpted characters would be at the right of
them */
           char en ch1= key matrix[(p1 x+1)%5][(p1 y)];
           char en ch2= key matrix[(p2 x+1)%5][(p2 y)];
           encypted str = en ch1+ ""+en ch2;
           return encypted str;
       }
       /*if they are at the corners of the rectangle. */
       **********
       char en ch1= key matrix[p1 x][p2 y];
       char en ch2= key matrix[p2 x][p1 y];
       encypted str = en ch1+ ""+en ch2;
       return encypted str;
   public static String playfair cipher decrypt(String str) {
       char ch1=str.charAt(0), ch2=str.charAt(1);
       Cordinate p1=get cordinate.get(ch1), p2=
get cordinate.get(ch2);
       int p1_x= p1.x, p1_y = p1.y;
       int p2 x = p2.x, p2 y = p2.y;
       // System.out.println("p1 x: "+p1 x+" p1 y : "+p1 y);
       // System.out.println("p2 x: "+p2 x+" p2 y : "+p2 y);
       String encypted str="";
```

```
/*if they are having the same row... */
       if(p1 x == p2 x){
           /*the encrpted characters would be at the right of
them */
           // System.out.println("same row");
           p1 y = (p1 y==0)?4: p1 y-1;
           p2 y = (p2 y==0)?4: p2 y-1;
           char en ch1= key matrix[(p1 x)][p1 y];
           char en ch2= key matrix[(p2 x)][p2 y];
           encypted str = en ch1+ ""+en ch2;
           return encypted str;
       }
       /*if they have the same column */
       if(p1 y == p2 y){
           p1 x = (p1 x==0)?4: p1 x-1;
           p2 x = (p2 x==0)?4: p2 x-1;
           // System.out.println("same col");
           /*the encrpted characters would be at the right of
them */
           char en ch1= key matrix[p1 x][(p1 y)];
           char en ch2= key matrix[p2 x][(p1 y)];
           encypted str = en ch1+ ""+en ch2;
           return encypted str;
       }
       /*if they are at the corners of the rectangle. */
       *********
       char en ch1= key matrix[p1 x][p2 y];
       char en ch2= key matrix[p2 x][p1 y];
       encypted str = en ch1+ ""+en ch2;
       return encypted str;
   }
```

```
public static String encryption(String input text) {
        StringBuilder ans=new StringBuilder();
        /*1.arrange string into valid digram. */
        /*to replace all the spaces. */
        input text=input text.replaceAll("\\s", "");
        /*to convert into the lower case */
        input text=input text.toLowerCase();
        /*ignore the full stop */
        // System.out.println("input text: "+input text);
        ArrayList<String> valid diagram=
generate valid digram(input text);;
        /*then encrypt it according to the new string... */
        int n=valid diagram.size();
        for(int i=0;i<n;i++){</pre>
            String component= valid diagram.get(i);
            String encrypted component=
playfair cipher(component);
            // System.out.println("component : "+component+"
encrypted component: "+encrypted component);
            ans.append(encrypted component);
        }
        return ans.toString();
   public static String decryption(String encrypted text) {
        ArrayList<String> valid diagram=
generate valid digram(encrypted text);;
StringBuilder ans=new StringBuilder();
        /*then encrypt it according to the new string... */
        int n=valid diagram.size();
        for(int i=0;i<n;i++){</pre>
            String component= valid diagram.get(i);
```

```
String encrypted component=
playfair cipher decrypt(component);
            // System.out.println("component : "+component+"
encrypted component: "+encrypted component);
            ans.append(encrypted component);
        }
        return ans.toString();
    }
 public static void main(String[] args) {
    init();
    Scanner sc = new Scanner(System.in);
   /*get the key phrase */
   // String key phrase = sc.nextLine();
    String key phrase = "Neso app";
    generate key matrix(key phrase);
   /*enter the plain text */
   // System.out.println("Enter the plain Text");
   // String input text=sc.nextLine();
    String input text="youareawesome";
    // String input text= "odzfqsezsontsw";
    // String input text= "qs";
    String encrypted text= encryption(input text);
    System.out.println("Encrypted text is : "+encrypted text);
    String decrypted text= decryption(encrypted text);
    System.out.println("Decrypted text is : "+decrypted text);
```

```
/*THIS IS TO REMOVE THE PADDING */
  if(decrypted_text.charAt(decrypted_text.length()-1)=='x'){
System.out.println(decrypted_text.substring(0,decrypted_text.length()-1));
  }else {
    System.out.println("Decrypted text is:
"+decrypted_text);
  }
  sc.close();
  /*make the key matrix */
}
```

```
C:\Users\Dell\Desktop\study\allStudyMaterial-\sem 6\01_information security\02_labs\04_lab>java p1_playfair_5
_5.java

n e s o a
p b c d f
g h i k l
m q r t u
v w x y z
ans: [yo, ua, re, aw, es, om, ex]
Encrypted text is: odzfqsezsontsw
ans: [od, zf, qs, ez, so, nt, sw]
Decrypted text is: youareawesomex
youareawesome
```

6 x 6 matrix

```
import java.util.ArrayList;
import java.util.HashMap;
import java.util.HashSet;
import java.util.Scanner;
public class p2_playfair_6_6 {
   public static Character key matrix[][]=new Character[6][6];
   public static void print(Character arr[][]){
        for(int i=0;i<arr.length;i++) {</pre>
           for(int j=0;j<arr.length;j++){</pre>
           System.out.print(arr[i][j]+" ");
           System.out.println();
   public static class Cordinate{
       int x,y;
        Cordinate(int x,int y) {this.x=x;this.y=y;}
   public static HashMap<Character,Cordinate>get cordinate=new HashMap<>();
    public static void generate key matrix(String key phrase) {
        /*keep a track of the characters which have already occured. */
       HashSet<Character> hs=new HashSet<>();
       int n=key phrase.length(),i=0,j=0;
        key phrase= key phrase.toLowerCase();
        // System.out.println("n : "+n+" i: "+i+" j: "+j+" key phrase"+key phrase);
        for(int idx=1;idx<=n;idx++){</pre>
            char ch=key phrase.charAt(idx-1);
            // System.out.println("idx: "+idx+" ch: "+ch+" i : "+i+" j: "+j);
            if(!hs.contains(ch)){
                /*ignore if it is a space character */
                if(ch==' '){
                    // System.out.println("----- space ----");
                    continue;
                key_matrix[i][j]=ch;
                get cordinate.put(ch, new Cordinate(i, j));
                hs.add(ch);
                if(j>=5){
                    i++;
```

```
j = (j+1)\%6;
            if(i>=6 || j>=6) {break;}
        }else {
            // System.out.println(" already exstis");
            continue;
    // print(key_matrix);
    // System.out.println("i : "+i+" j: "+j);
    for( int k=0;k<n;k++) {</pre>
        char ch= (char)('a'+k);
        if(!hs.contains(ch)){
            key matrix[i][j]=ch;
            get_cordinate.put(ch, new Cordinate(i, j));
            if(j>=5){
                 i++;
            j = (j+1) %6;
            if((i)>=6 || (j)>=6){
                break;
    System.out.println("i : "+i+" j: "+j);
    i=4;j=2;
    for(int k=0;k<=9;k++){</pre>
        char ch= (char) (k+'0');
        key matrix[i][j]=ch;
        get_cordinate.put(ch, new Cordinate(i, j));
        if(j>=5){
            i++;
        j = (j+1)%6;
        if(i>=6 || j>=6){
            break;
    print(key_matrix);
public static ArrayList<String> generate_valid_digram(String str) {
    ArrayList<String> ans=new ArrayList<>();
    int n=str.length();
    ans.add(str.charAt(0)+"");
    for(int i=1;i<n;i++){</pre>
```

```
if(ans.get(ans.size()-1).length()==2){
            /*agar jo greater than 1 6e then you need to add it for sure. */
            String s= str.charAt(i)+"";
            ans.add(s);
        }else {
            /*if it is less than 1 ...then check if the character is same or not.
            if(ans.get(ans.size()-1).charAt(0) == str.charAt(i)){
                String new str= ans.get(ans.size()-1)+ "x";
                ans.set(ans.size()-1, new str);
                ans.add(str.charAt(i)+"");
            }else {
                String new str= ans.get(ans.size()-1)+ str.charAt(i);
                ans.set(ans.size()-1, new_str);
    if (ans.get(ans.size()-1).length()==1) {
        String new str= ans.get(ans.size()-1)+ "x";
        ans.set(ans.size()-1, new_str);
    System.out.println("ans : "+ans);
    return ans;
public static String playfair cipher(String str){
    char ch1=str.charAt(0), ch2=str.charAt(1);
   Cordinate p1=get cordinate.get(ch1), p2= get cordinate.get(ch2);
   int p1 x= p1.x, p1 y = p1.y;
   int p2 x= p2.x, p2 y = p2.y;
    // System.out.println("p1 x: "+p1 x+" p1 y : "+p1 y);
    // System.out.println("p2 x: "+p2 x+" p2 y : "+p2 y);
   String encypted str="";
    /*if they are having the same row... */
    if(p1 x == p2 x){
        // System.out.println("same row");
        /*the encrpted characters would be at the right of them */
        char en ch1= key matrix[(p1 x+1)%6][p1 y];
        char en ch2= key matrix[(p2 x+1)%6][p1 y];
        encypted str = en ch1+ ""+en ch2;
       return encypted str;
    /*if they have the same column */
    if(p1 y == p2 y) {
        // System.out.println("same column");
```

```
/*the encrpted characters would be at the right of them */
          char en_ch1= key_matrix[(p1_x+1)%6][(p1_y)];
          char en_ch2= key_matrix[(p2_x+1)%6][(p2_y)];
          encypted str = en ch1+ ""+en ch2;
          return encypted str;
       /*if they are at the corners of the rectangle. */
      // System.out.println(" diagonal way");
      char en ch1= key matrix[p1 x][p2 y];
      char en_ch2= key_matrix[p2_x][p1_y];
      encypted str = en ch1+ ""+en ch2;
      return encypted str;
   public static String encryption(String input_text) {
      StringBuilder ans=new StringBuilder();
      /*1.arrange string into valid digram. */
      /*to replace all the spaces. */
      input text=input text.replaceAll("\\s", "");
      /*to convert into the lower case */
      input text=input text.toLowerCase();
      // System.out.println("input text: "+input text);
      ArrayList<String> valid diagram= generate valid digram(input text);;
      /*then encrypt it according to the new string... */
      int n=valid diagram.size();
      for(int i=0;i<n;i++){</pre>
          String component= valid diagram.get(i);
          String encrypted component= playfair cipher(component);
          // System.out.println("component : "+component+" encrypted component:
'+encrypted component);
          ans.append(encrypted component);
      return ans.toString();
   public static String playfair cipher decrypt(String str) {
      char ch1=str.charAt(0), ch2=str.charAt(1);
      Cordinate p1=get cordinate.get(ch1), p2= get cordinate.get(ch2);
      int p1 x= p1.x, p1 y = p1.y;
      int p2 x= p2.x, p2 y = p2.y;
       // System.out.println("p1_x: "+p1_x+" p1_y : "+p1_y);
```

```
// System.out.println("p2_x: "+p2_x+" p2_y : "+p2_y);
       String encypted str="";
       /*if they are having the same row... */
       if(p1 x == p2 x) {
           /*the encrpted characters would be at the right of them */
           // System.out.println("same row");
           p1 y = (p1 y==0)?5: p1 y-1;
           p2 y = (p2 y==0)?5: p2 y-1;
           char en_ch1= key_matrix[(p1_x)][p1_y];
           char en ch2= key matrix[(p2 x)][p2 y];
           encypted str = en ch1+ ""+en ch2;
           return encypted str;
       /*if they have the same column */
       if(p1_y == p2_y){
           p1 x = (p1 x==0)?5: p1 x-1;
           p2 x = (p2 x==0)?5: p2 x-1;
           // System.out.println("same col");
           /*the encrpted characters would be at the right of them */
           char en ch1= key matrix[p1 x][(p1 y)];
           char en ch2= key matrix[p2 x][(p1 y)];
           encypted_str = en_ch1+ ""+en_ch2;
           return encypted str;
       /*if they are at the corners of the rectangle. */
       char en ch1= key matrix[p1 x][p2 y];
       char en ch2= key matrix[p2 x][p1 y];
       encypted str = en ch1+ ""+en ch2;
       return encypted str;
   public static String decryption(String encrypted_text) {
       ArrayList<String> valid diagram= generate valid digram(encrypted text);;
       StringBuilder ans=new StringBuilder();
               /*then encrypt it according to the new string... */
               int n=valid diagram.size();
               for(int i=0;i<n;i++){</pre>
                   String component= valid diagram.get(i);
                  String encrypted component= playfair cipher decrypt(component);
                  // System.out.println("component : "+component+"
encrypted component: "+encrypted component);
                   ans.append(encrypted component);
```

```
return ans.toString();
public static void main(String[] args) {
 Scanner sc = new Scanner(System.in);
 /*get the key phrase */
 // String key phrase = sc.nextLine();
 String key_phrase = "PLAYFAIR IS A DIGRAM CIPHER";
 generate key matrix(key phrase);
 /*enter the plain text */
 // System.out.println("Enter the plain Text");
 // String input text=sc.nextLine();
 String input_text= "Hide the gold under the carpet";
 // String input text= "ox";
 String encrypted_text= encryption(input_text);
  System.out.println("Encrypted text is : "+encrypted_text);
 String decrypted text= decryption(encrypted text);
  System.out.println("Decrypted text is : "+decrypted text);
    /*THIS IS TO REMOVE THE PADDING */
 if(decrypted_text.charAt(decrypted_text.length()-1) == 'x') {
     System.out.println(decrypted text.substring(0,decrypted text.length()-1));
 sc.close();
  /*make the key matrix */
```

```
C:\Users\Dell\Desktop\study\allStudyMaterial-\sem 6\01_information security\02_labs\04_lab>java p2_playfair_6
_6.java
i : 4 j: 3
p l a y f i
r s d g m c
h e b j k n
o q t u v w
x z 0 1 2 3
4 5 6 7 8 9
ans : [hi, de, th, eg, ol, du, nd, er, th, ec, ar, pe, tx]
Encrypted text is : npsbobjsqpgtbchsobnspdlho0
ans : [np, sb, ob, js, qp, gt, bc, hs, ob, ns, pd, lh, o0]
Decrypted text is : hidethegoldunderthecarpetx
hidethegoldunderthecarpet

C:\Users\Dell\Desktop\study\allStudyMaterial-\sem 6\01_information security\02_labs\04_lab>
```