

## # BFS

```
graph = {'A':['B', 'E', 'C'],
        'B':['A', 'D', 'E'],
        'D':['B', 'E'],
        'E':['A', 'D', 'B'],
        'C':['A', 'F', 'G'],
        'F':['C'],
        'G':['C']
        }

visited = []
queue = []

def bfs(visited, graph, start_node, goal_node):
    visited.append(start_node)
    queue.append(start_node)
    while queue:
        m = queue.pop(0)
        print(m)
        if m == goal_node:
            print("Node is Found !!! ")
            break
        else:
            for n in graph[m]:
                if n not in visited:
                    visited.append(n)
                    queue.append(n)

print("The BFS Traversal is : ")
bfs(visited, graph, 'A', 'D')
```

## DFS

```
# graph = {  
#   '0': ['1','3','4'],  
#   '1': ['2'],  
#   '2': [],  
#   '3': ['5'],  
#   '4': ['5'],  
#   '5': []  
# }
```

```
graph = {'A': ['B', 'C', 'E'],  
        'B': ['A', 'D', 'E'],  
        'C': ['A', 'F', 'G'],  
        'D': ['B'],  
        'E': ['A', 'B', 'D'],  
        'F': ['C'],  
        'G': ['C']}
```

```
vis = set()
```

```
def dfs(vis, graph, node):  
    if node not in vis:  
        print(node, end=" ")  
        vis.add(node)  
        for adj in graph[node]:  
            dfs(vis, graph, adj)
```

```
print("Following is the Depth-First Search")  
dfs(vis, graph, 'A')
```

```
visited = []  
queue = []
```

```
def bfs(visited, graph, node):  
    visited.append(node)  
    queue.append(node)  
    while queue:  
        m = queue.pop(0)  
        print(m, end=" ")  
        for neighbour in graph[m]:  
            if neighbour not in visited:  
                visited.append(neighbour)  
                queue.append(neighbour)
```

```
print("\nFollowing is the Breadth-First Search")  
bfs(visited, graph, 'A')
```

## A\*

```
def aStarAlgo(start_node, stop_node):
    open_set = set([start_node])
    closed_set = set()
    g = {}
    parents = {}
    g[start_node] = 0
    parents[start_node] = start_node

    while len(open_set) > 0:
        n = None
        for v in open_set:
            if n == None or g[v] + heuristic(v) < g[n] + heuristic(n):
                n = v

        if n == stop_node or Graph_nodes[n] == None:
            pass
        else:
            for (m, weight) in get_neighbors(n):
                if m not in open_set and m not in closed_set:
                    open_set.add(m)
                    parents[m] = n
                    g[m] = g[n] + weight
                else:
                    if g[m] > g[n] + weight:
                        g[m] = g[n] + weight
                        parents[m] = n
                        if m in closed_set:
                            closed_set.remove(m)
                        open_set.add(m)
            if n == None:
                print('Path does not exist!')
                return None
            if n == stop_node:
                path = []
                while parents[n] != n:
                    path.append(n)
                    n = parents[n]
                path.append(start_node)
                path.reverse()
                print('Path found: {}'.format(path))
                return None
            open_set.remove(n)
            closed_set.add(n)

def get_neighbors(v):
    if v in Graph_nodes:
```

```

        return Graph_nodes[v]
    else:
        return None

```

```

def heuristic(n):

```

```

    H_dist = {
        'A': 11,
        'B': 6,
        'C': 99,
        'D': 1,
        'E': 7,
        'G': 0,
    }
    return H_dist[n]

```

```

Graph_nodes = {
    'A': [('B', 2), ('E', 3)],
    'B': [('C', 1), ('G', 9)],
    'C': None,
    'E': [('D', 6)],
    'D': [('G', 1)],
}

```

```

aStarAlgo('A', 'G')

```

## N-Q

```

N = 8

```

```

def printSolution(board):
    for i in range(N):
        for j in range(N):
            print(board[i][j], end=" ")
        print()

```

```

def isSafe(row, col, slashCode, backslashCode, rowLookup, slashCodeLookup, backslashCodeLookup):
    if (slashCodeLookup[slashCode[row][col]] or
        backslashCodeLookup[backslashCode[row][col]] or
        rowLookup[row]):
        return False
    return True

```

```

def solveNQueensUtil(board, col, slashCode, backslashCode, rowLookup, slashCodeLookup,
backslashCodeLookup):
    if col >= N:
        return True

```

```

for i in range(N):
    if isSafe(i, col, slashCode, backslashCode, rowLookup, slashCodeLookup, backslashCodeLookup):
        board[i][col] = 1
        rowLookup[i] = True
        slashCodeLookup[slashCode[i][col]] = True
        backslashCodeLookup[backslashCode[i][col]] = True

        if solveNQueensUtil(board, col + 1, slashCode, backslashCode, rowLookup, slashCodeLookup,
backslashCodeLookup):
            return True

        board[i][col] = 0
        rowLookup[i] = False
        slashCodeLookup[slashCode[i][col]] = False
        backslashCodeLookup[backslashCode[i][col]] = False

return False

def solveNQueens():
    board = [[0 for i in range(N)] for j in range(N)]
    slashCode = [[0 for i in range(N)] for j in range(N)]
    backslashCode = [[0 for i in range(N)] for j in range(N)]
    rowLookup = [False] * N
    x = 2 * N - 1
    slashCodeLookup = [False] * x
    backslashCodeLookup = [False] * x

    for rr in range(N):
        for cc in range(N):
            slashCode[rr][cc] = rr + cc
            backslashCode[rr][cc] = rr - cc + 7

    if solveNQueensUtil(board, 0, slashCode, backslashCode, rowLookup, slashCodeLookup,
backslashCodeLookup) == False:
        print("Solution does not exist")
        return False

    printSolution(board)
    return True

solveNQueens()

```

# Pims

```
import sys
class Graph:
    def __init__(self, vertices):
        self.V = vertices
        self.graph = [[0 for column in range(vertices)] for row in range(vertices)]

    def printMST(self, parent):
        print("Edge \tWeight")
        for i in range(1, self.V):
            print(parent[i], "-", i, "\t", self.graph[i][parent[i]])

    def minKey(self, key, mstSet):
        min = sys.maxsize
        for v in range(self.V):
            if key[v] < min and mstSet[v] == False:
                min = key[v]
                min_index = v
        return min_index

    def primMST(self):
        key = [sys.maxsize] * self.V
        parent = [None] * self.V
        key[0] = 0
        mstSet = [False] * self.V
        parent[0] = -1

        for cout in range(self.V):
            u = self.minKey(key, mstSet)
            mstSet[u] = True

            for v in range(self.V):
                if self.graph[u][v] > 0 and mstSet[v] == False and key[v] > self.graph[u][v]:
                    key[v] = self.graph[u][v]
                    parent[v] = u
            self.printMST(parent)

# Driver's code
if __name__ == '__main__':
    g = Graph(5)
    g.graph = [
        [0, 2, 0, 6, 0],
        [2, 0, 3, 8, 5],
        [0, 3, 0, 0, 7],
        [6, 8, 0, 0, 9],
        [0, 5, 7, 9, 0]
    ]
    g.primMST()
```

# Transposition

```
import math
plaintext="transposition technique using python"
key=8
ciphertext=[]*key
for column in range(key):
    pointer=column
    while pointer<len(plaintext):
        ciphertext[column]+=plaintext[pointer]
    # print(ciphertext)
    pointer+=key
cipher=' '.join(ciphertext)
print(cipher)
nC = math.ceil(len(cipher) / key)
print(nC )
nR = key
numOfShadedBoxes = (nC * nR) - len(cipher)
pt = [''] * nC
col=0
row=0
for sym in cipher:
    pt[col]+=sym
    col+=1
    if (col == nC) or (col == nC - 1 and row >= nR- numOfShadedBoxes):
        col=0
        row=row+1
print(' '.join(pt))
```

# DES

```
from Crypto.Cipher import DES
def pad(text):
    n = len(text) % 8
    print(b"text to encrypt:" + text + (b' ' * n))
    return text + (b' ' * n)
key = b'hello123'
text1 = b'Python is the Best Language!'
des = DES.new(key, DES.MODE_ECB)
padded_text = pad(text1)
encrypted_text = des.encrypt(padded_text)
print(encrypted_text)
print(des.decrypt(encrypted_text))
```

## AES

```
# importing AES
from Crypto.Cipher import AES
# encryption key
#key = b'C&F)H@McQfTjWnZr'
key= b'1234455fghdhdfsr'
# create new instance of cipher
cipher = AES.new(key, AES.MODE_EAX)
# data to be encrypted
data = "This is experiment 4 AES".encode()
# nonce is a random value generated each time we instantiate the cipher using new()
nonce = cipher.nonce
# encrypt the data
ciphertext = cipher.encrypt(data)
# print the encrypted data
print("Cipher text:", ciphertext)
# generate new instance with the key and nonce same as encryption cipher
cipher = AES.new(key, AES.MODE_EAX, nonce=nonce)
# decrypt the data
plaintext = cipher.decrypt(ciphertext)
print("Plain text:", plaintext)
```

## RSA

```
import random
def gcd(a, b):
    while b != 0:
        a, b = b, a % b
    return a
def multiplicative_inverse(e, phi):
    d = 0
    x1 = 0
    x2 = 1
    y1 = 1
    temp_phi = phi
    while e > 0:
        temp1 = temp_phi // e
        temp2 = temp_phi - temp1 * e
        temp_phi = e
        e = temp2
        x = x2 - temp1 * x1
        y = d - temp1 * y1
        x2 = x1
        x1 = x
        d = y1
        y1 = y
```



```

if temp_phi == 1:
    return d + phi
def generate_keypair(p, q):
    n = p * q
    phi = (p-1) * (q-1)
    e = random.randrange(1, phi)
    g = gcd(e, phi)
    while g != 1:
        e = random.randrange(1, phi)
        g = gcd(e, phi)
    d = multiplicative_inverse(e, phi)
    return ((e, n), (d, n))
def encrypt(pk, plaintext):
    key, n = pk
    cipher = [(ord(char) ** key) % n for char in plaintext]
    return cipher
def decrypt(pk, ciphertext):
    key, n = pk
    plain = [chr((char ** key) % n) for char in ciphertext]
    return ''.join(plain)
if __name__ == '__main__':
    p = int(input("Enter a prime number (p): "))
    q = int(input("Enter another prime number (q): "))
    public, private = generate_keypair(p, q)
    print("Public key: ", public)
    print("Private key: ", private)
    message = input("Enter a message to encrypt: ")
    encrypted_message = encrypt(public, message)
    print("Encrypted message: ", ''.join(map(lambda x: str(x), encrypted_message)))
    decrypted_message = decrypt(private, encrypted_message)
    print("Decrypted message: ", decrypted_message)

```

## Hellman

```
import random
```

```

def main():
    # Step 1: Agree on a prime number (p) and a base number (g)
    p = get_prime(128) #128, 192, 256, 512...
    g = 2

    # Step 2: Alice generates a random number (a) and computes A = g^a mod p
    a = random.randint(2, p-2)
    A = pow(g, a, p)
    ##print("A : ",A)

    # Step 3: Bob generates a random number (b) and computes B = g^b mod p

```

```

b = random.randint(2, p-2)
B = pow(g, b, p)
##print("B : ",B)

# Step 4: Both Alice and Bob compute the shared secret key (K)
K1 = pow(B, a, p)
##print("K1 :",K1)
K2 = pow(A, b, p)
##print("K2 :",K2)

# Check if both keys are the same
if K1 == K2:
    print("Shared Secret Key: " + hex(K1)[2:])
else:
    print("Error: Keys do not match")

def get_prime(bits):
    while True:
        p = random.getrandbits(bits)
        if is_prime(p):
            return p

def is_prime(n, k=20):
    if n <= 1:
        return False
    if n <= 3:
        return True
    if n % 2 == 0:
        return False

    # Write n as 2^r * d + 1
    r, d = 0, n - 1
    while d % 2 == 0:
        r += 1
        d //= 2

    # Witness loop
    for _ in range(k):
        a = random.randint(2, n - 2)
        x = pow(a, d, n)
        if x == 1 or x == n - 1:
            continue
        for _ in range(r - 1):
            x = pow(x, 2, n)
            if x == n - 1:
                break
        else:
            return False

```

```
return True
```

```
if __name__ == "__main__":  
    main()
```