

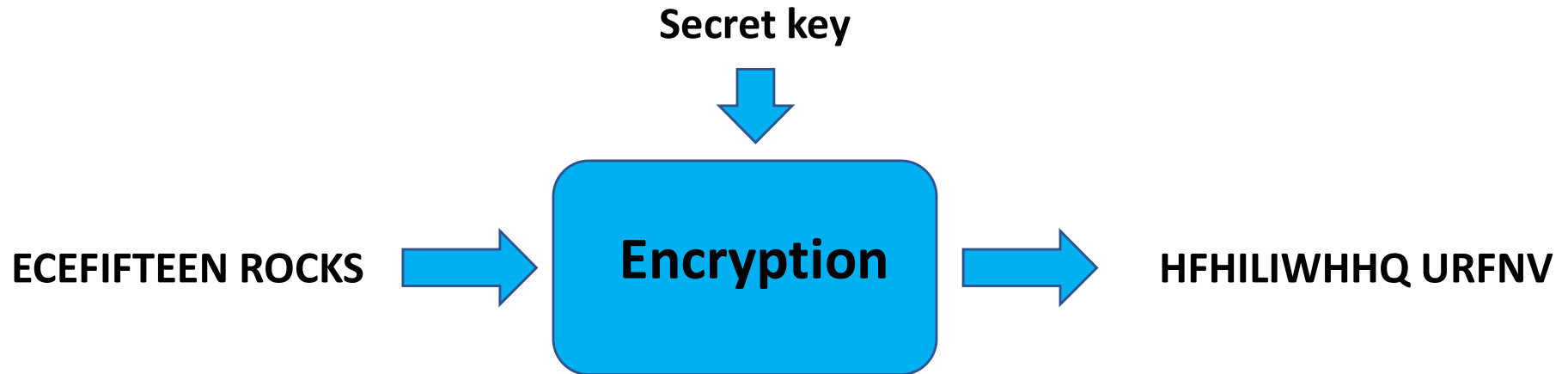


PA 4

Cryptography

PA 4 - Cryptography

DISCUSSION

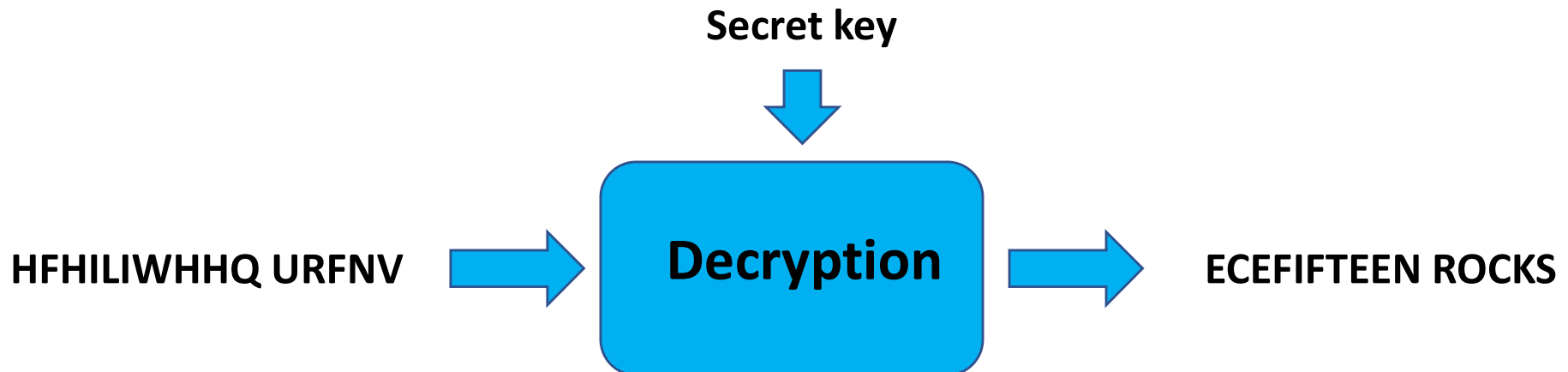
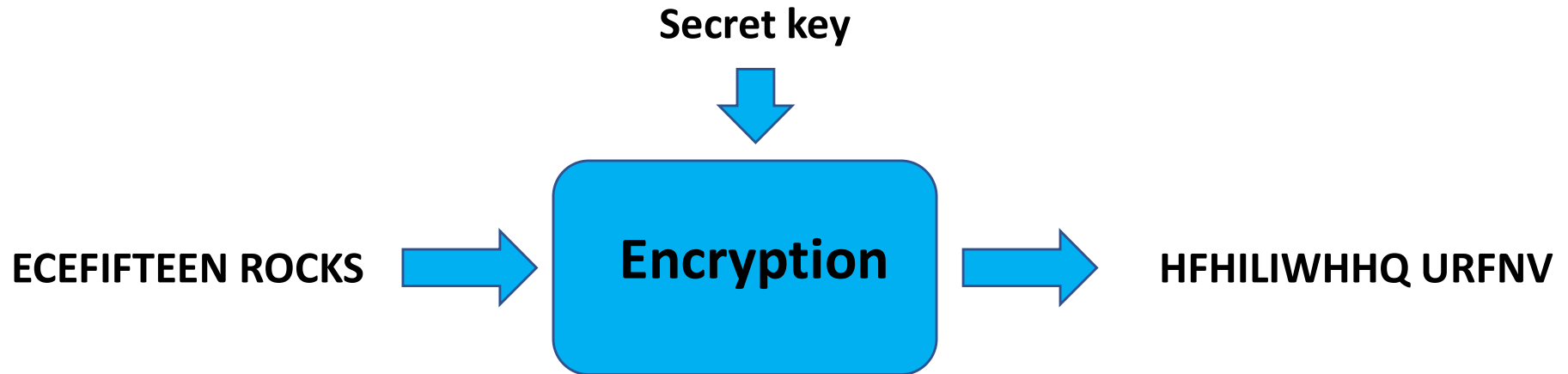


A
↕
D

Secret key: 3

PA 4 - Cryptography

DISCUSSION



PA 4 - Cryptography

DISCUSSION

Substitution
cipher

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	
↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕	↕
M	G		A	Y	S	H	C	N	T	B	F	L	W	E	X	I	Z	U	P	J	V	D	K	O	Q	R

Enigma cipher



PA 4 - Cryptography

DISCUSSION

```
int x;  
char word[] = "ABCDE";  
  
x = index_of_char(word, 2, 'D');  
  
printf("%d", x);
```

string

shift to the left

character

1

Understand how `char_at_index()` is implemented in the starter code!

A	B	C	D	E	\0
0	1	2	3	4	5

Original data array

C	D	E	A	B	\0
0	1	2	3	4	5

Data shifted by two (to the left)

PA 4 - Cryptography

- Tasks

- Two helper functions: `string_length()`, `index_of_char()`
- Substitution cipher - encryption
- Enigma cipher - encryption
- Extra credit:
 - Substitution cipher – decryption
 - Enigma cipher - decryption

Make sure to leverage `char_at_index()` and `index_of_char()`

file1.c

```
#include <stdio.h>
#define INCR 1
```

```
int incr(int x) {
    return x + INCR;
}
```

```
int main() {
    int i = 0, j;
    j = incr(i);
    printf("%d", j);
}
```

Function definition

Function call

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

file1.c

```
#include <stdio.h>
#define INCR 1
```

```
int incr(int);
```

```
int main() {
    int i = 0, j;
    j = incr(i);
    printf("%d", j);
}
```

```
int incr(int x) {
    return x + INCR;
}
```

Function declaration

Function call

Function definition

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

file1.c

```
#include <stdio.h>
#define INCR 1
```

```
int incr(int);
```

```
int main() {
    int i = 0, j;
    j = incr(i);
    printf("%d", j);
}
```

file2.c

```
#define INCR 1
```

```
int incr(int x) {
    return x + INCR;
}
```

Function definition

Function declaration

Function call

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

file1.c

```
#include <stdio.h>
```

```
#define INCR 1
```

```
int incr(int);
```

```
int main() {  
    int i = 0, j;  
    j = incr(i);  
    printf("%d", j);  
}
```

file2.c

```
#define INCR 1
```

```
int incr(int x) {  
    return x + INCR;  
}
```

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

file1.c

```
#include <stdio.h>
#include "file2.h"
```

```
int main() {
    int i = 0, j;
    j = incr(i);
    printf("%d", j);
}
```

file2.c

```
#include "file2.h"

int incr(int x) {
    return x + INCR;
}
```

file2.h

```
#define INCR 1

int incr(int);
```

.h header file

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

file1.c

```
#include <stdio.h>
#include "file2.h"
```

```
int main() {
    int i = 0, j;
    j = incr(i);
    printf("%d", j);
}
```

file2.c

```
#include "file2.h"
```

```
int incr(int x) {
    return x + INCR;
}
```



Function definition

file2.h

```
#define INCR 1
```

```
int incr(int);
```



Function declaration



Function call

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

Compile:

```
gcc file1.c file2.c -o run
```

encrypt.c

```
#include <stdio.h>
#include "ciphers.h"

int main() {
    char input[256];
    char output[256];

    // Call functions
}
```

Testing

ciphers.c

```
#include "ciphers.h"

// Function definitions
// string_length
// index_of_char
// cipher_substitution
// cipher_enigma
```

The code you need to submit

ciphers.h

```
#define ENCRYPT 1
#define DECRYPT 0

// Function
// declarations
```

Need to complete,
but not submit

See also: Chapter 9.1. Function Declaration,
Appendix C. Compiling Code

Compile:

```
gcc encrypt.c ciphers.c -o crypto
```