EXTENDED EUCLIDEAN ALGORITHM IMPLEMENTATION

- 1) Using any programming language of your choice implement the Extended Euclidean algorithm [20 Marks]
- 2) **Specifications:** The program should take two inputs 1) An integer a, which is the modulus 2) A non-negative integer b that is less than a. The program should output three values 1) gcd(a,b) 2) Integer x and 3) Integer y, such that ax + by = gcd(a,b)

Test 1 [5 Marks]

- 1) Run your program with a = 1759 b = 550
- 2) What are your outputs?
- 3) What is the modular multiplicative inverse of **550 mod 1759**?

Test 2 [5 Marks]

- 1) Run your program with a = 43 b = 17
- 2) What are your outputs?
- 3) What is the modular multiplicative inverse of **17 mod 43**? Note that the modular multiplicative inverse has to be non-negative and less than 43.

Test 3 [5 Marks]

- 1) Run your program with a = 400 b = 10
- 2) What are your outputs?
- 3) What is the modular multiplicative inverse of **10 mod 400**? Be mindful of the gcd value to answer this question

Submission

- 1) Submit the following documents separately in CANVAS by the deadline. **NO ZIPPED FILES ALLOWED**
 - 1) All your code files
 - 2) A detailed **README** file, which should explain how to run the code with sample input and output. If you are unfamiliar with READMEs you can find an introduction here https://www.makeareadme.com/, here https://medium.com/@meakaakka/a-beginners-guide-to-writing-a-kickass-readme-7ac01da88ab3 and here https://www.youtube.com/watch?v=RZ5vduluea4. Note that the README file you

- submit for this project need not be complex, it only needs to at least explain how to compile the code and run the code with examples. [5 marks]
- 3) Your executable file and your **DOCKER** file. Please see the file **DOCKER INSTRUCTIONS** for information on how to create your docker file.[10 marks]
- 4) A report (which should include your answer to the test results with screen shots)
- 5) Note that your submission will be checked for plagiarism. All submissions with verified plagiarism cases will graded 0