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// Nikhil Tyagi
// Roll no - 1022744
#include <stdio.h>
#include <string.h>
#include <ctype.h>
// old time size 30
void toLowerCase(char plain[], int p)
{
    int i;
    for (i = 0; i < p; i++)
        if (plain[i] >= 'A' & <= 'Z')
            plain[i] += 32;
}

// int removeSpaces(char *p, int p)
{
    int i, count = 0;
    for (i = 0; i < p; i++)
        if (plain[i] != ' ')
            plain[count++] = plain[i];
    plain[count] = '\0';
    return count;
}

// void generateKeyTable(char key[], int
// R, char keyT[5][5])
{
    int i, j, k, flag = 0, a, dicty;
    dicty = (int *) calloc(26, sizeof(int));
    for (i = 0; i < key; i++)
        if (key[i] != ' ')
            dicty[key[i] - 'A'] = 1;
    dicty[key[0] - 'A'] = 2;
}

dicty[i] - 97 = 9;
i = 0;
j = 0;
for (k = 0; k < 5; k++)
    if (dicty[key[k] - 97] == 2)
        arr[0] = i;
        arr[1] = j;

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dicty[key[k] - 97] = 9;
keyT[i][j] = key[k];
i++;
j++;
if (j == 5)
    j = 0;
i++;
j = 0;
}

// void search(char keyT[5][5], char a,
// char b, int arr[])
{
    int i, j;
    if (a == 'A')
        a = 'a';
    else if (a == 'Z')
        a = 'z';
    for (i = 0; i < 5; i++)
        for (j = 0; j < 5; j++)
            if (keyT[i][j] == a)
                arr[0] = i;
                arr[1] = j;
}

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else if (keyT[i][j] == b)
    arr[2] = i;
    arr[3] = j;
}

// int main()
{
    char str[100], key[100];
    strcpy(key, "key");
    printf("key: %s\n", key);
    strcpy(str, "go with the flow");
    printf("plain text: %s\n", str);
    encryptByPlayfairCipher(str, key);
    printf("cipher text: %s\n", str);
    return 0;
}

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