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Sol-2 OTP cipher :-

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

main()
{
  int i, j, l1, l2, numster[100], numkey[100], numcipher[100];
  char ster[100], key[100], cipher[100];
  printf("Enter a plaintext to encrypt \n");
  gets(ster);
  for(i=0, j=0; i<sterlen(ster); i++)
  {
    if(ster[i] != ' ')
    {
      ster[j] = toupper(ster[i]);
      j++;
    }
  }
  ster[j] = '\0';
  for(i=0; i<sterlen(ster); i++)
  {
    numster[i] = ster[i] - 'A';
  }
  printf("Enter a ~~key~~ string of random text \n");
  gets(key);
```

```
for (i=0;j=0; i< strlen (key) ; i++)
{
  if (key [i]! = ' ')
  {
    key [j] = toupper (key [i]);
    j++;
  }
}
key [j] = '\0';
for (i=0; i< strlen (key) ; i++)
{
  numkey [i] = key [i] - 'A';
}
for (i=0; i< strlen (str) ; i++)
{
  numcipher [i] = numstr [i] + numkey [i];
}
for (i=0; i< strlen (str) ; i++)
{
  if (numcipher [i] > 25)
  {
    numcipher [i] = numcipher [i] - 26;
  }
}
printf ("one time pad cipher text is \n");
for (i=0; i< strlen (str) ; i++)
{ printf ("%c", (numcipher [i] + 'A'));
}
printf ("\n");
}
```