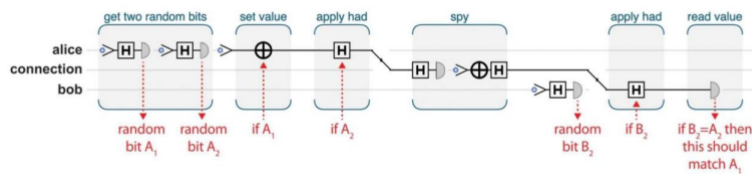


## Test 5: Spy Hunter Qubit (09/13/2021)

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### 1 Have a spy

```

1  OPENQASM 2.0;
2  include "qelib1.inc";
3  //init bit and q-bit
4  qreg alice[1];
5  qreg connection[1];
6  qreg bob[1];
7  creg a1[1];
8  creg a2[1];
9  creg con[1];
10 creg b1[2];
11 creg b2[2];
12
13 //Alice
14 //Get two random bits
15 reset alice[0];
16 h alice[0];
17 measure alice[0] -> a1[0];
18 reset alice[0];
19 h alice[0];
20 measure alice[0] -> a2[0];
21 reset alice[0];
22 //set value
23 if(a1==1) x alice[0];
24 //apply hadamard
25 if(a2==1) h alice[0];
26
27 //spy
28 swap alice[0], connection[0];
29 h connection[0];
30 measure connection[0] -> con[0];
31 reset connection[0];
32 if (con==1) x connection[0];

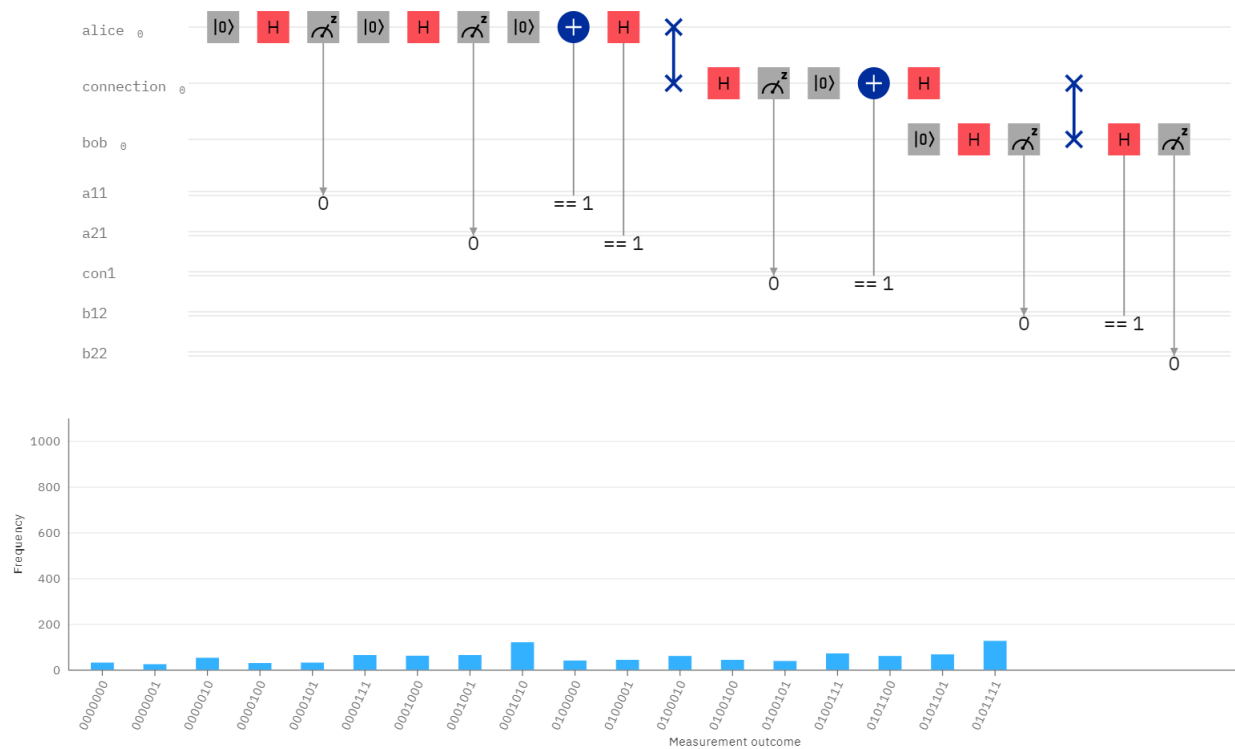
```

```

33     h connection[0];
34
35     //Bob
36     //random B1
37     reset bob[0];
38     h bob[0];
39     measure bob[0] -> b1[0];
40
41     //read q-bit
42     swap connection[0], bob[0];
43     if(b1==1) h bob[0];
44     measure bob[0] -> b2[0];
45
46

```

Listing 1: Have a spy



## 2 No spy

```
1  OPENQASM 2.0;
2  include "qelib1.inc";
3  //init bit and q-bit
4  qreg alice[1];
5  qreg connection[1];
6  qreg bob[1];
7  creg a1[1];
8  creg a2[1];
9  creg con[1];
10 creg b1[2];
11 creg b2[2];
12
13 //Alice
14 //add random bit
15 reset alice[0];
16 h alice[0];
17 measure alice[0] -> a1[0];
18 reset alice[0];
19 h alice[0];
20 measure alice[0] -> a2[0];
21 reset alice[0];
22
23 //set value
24 if (a1==1) x alice[0];
25 //apply hadamard
26 if (a2==1) h alice[0];
27 swap alice[0],connection[0];
28
29 //Bob
30 reset bob[0];
31 h bob[0];
32 measure bob[0] -> b1[0];
33 swap connection[0],bob[0];
34 if (b1==1) h bob[0];
35 measure bob[0] -> b2[0];
36
```

Listing 2: No spy

