

## AC LAB 2

### 1. C program to implement Caesar Cipher substitution technique.

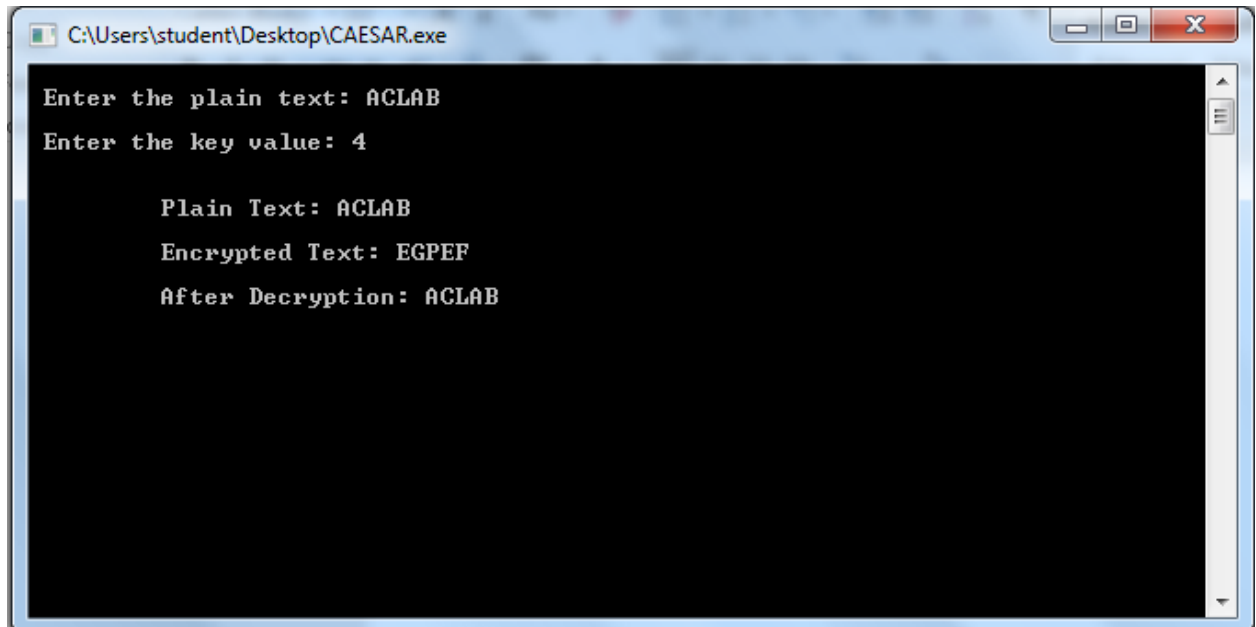
Code:

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

void main()
{
    char plain[10], cipher[10];
    int key,i,length;
    int result;
    printf("\n Enter the plain text: ");
    scanf("%s",plain);
    printf("\n Enter the key value: ");
    scanf("%d",&key);
    printf("\n\n\t Plain Text: %s", plain);
    printf("\n\n\t Encrypted Text: ");
    for(i=0, length=strlen(plain);i<length; i++)
    {
        cipher[i]=(plain[i])+key;
        if(isupper(plain[i]) && (cipher[i]>'Z'))
            cipher[i]=(cipher[i])-26;
        if(isupper(plain[i]) && (cipher[i]>'z'))
            cipher[i]=cipher[i]-26;
        printf("%c",cipher[i]);
    }
    printf("\n\n\t After Decryption: ");
    for(i=0;i<length;i++)
    {
        plain[i]=cipher[i]-key;
        if(isupper(cipher[i]) && (plain[i]<'A'))
            plain[i]=plain[i]+26;
        if(islower(cipher[i]) && (plain[i]<'a'))
            plain[i]=plain[i]+26;
    }
}
```

```
    printf("%c",plain[i]);  
}  
getch();  
}
```

OUTPUT:



```
C:\Users\student\Desktop\CAESAR.exe  
Enter the plain text: ACLAB  
Enter the key value: 4  
  
Plain Text: ACLAB  
Encrypted Text: EGPEF  
After Decryption: ACLAB
```

## 2. C program to implement Playcipher

```
#include <stdio.h>  
#include <conio.h>  
#include <string.h>  
#include <ctype.h>  
#define MX 5  
int choice;  
void playfair(char ch1, char ch2, char key[MX][MX]) {  
    int i, j, w, x, y, z;
```

```
for (i = 0; i < MX; i++) {  
    for (j = 0; j < MX; j++) {  
        if (ch1 == key[i][j]) {  
            w = i;  
            x = j;  
        } else if (ch2 == key[i][j]) {  
            y = i;  
            z = j;  
        }  
    }  
}  
  
//printf("%d%d %d%d",w,x,y,z);  
  
if (w == y) {  
    if(choice==1){  
        x = (x + 1) % 5;  
        z = (z + 1) % 5;  
    }  
    else{  
        x = ((x - 1) % 5+5)%5;  
        z = ((z - 1) % 5+5)%5;  
    }  
    printf("%c%c", key[w][x], key[y][z]);  
} else if (x == z) {  
    if(choice==1){  
        w = (w + 1) % 5;  
        y = (y + 1) % 5;
```

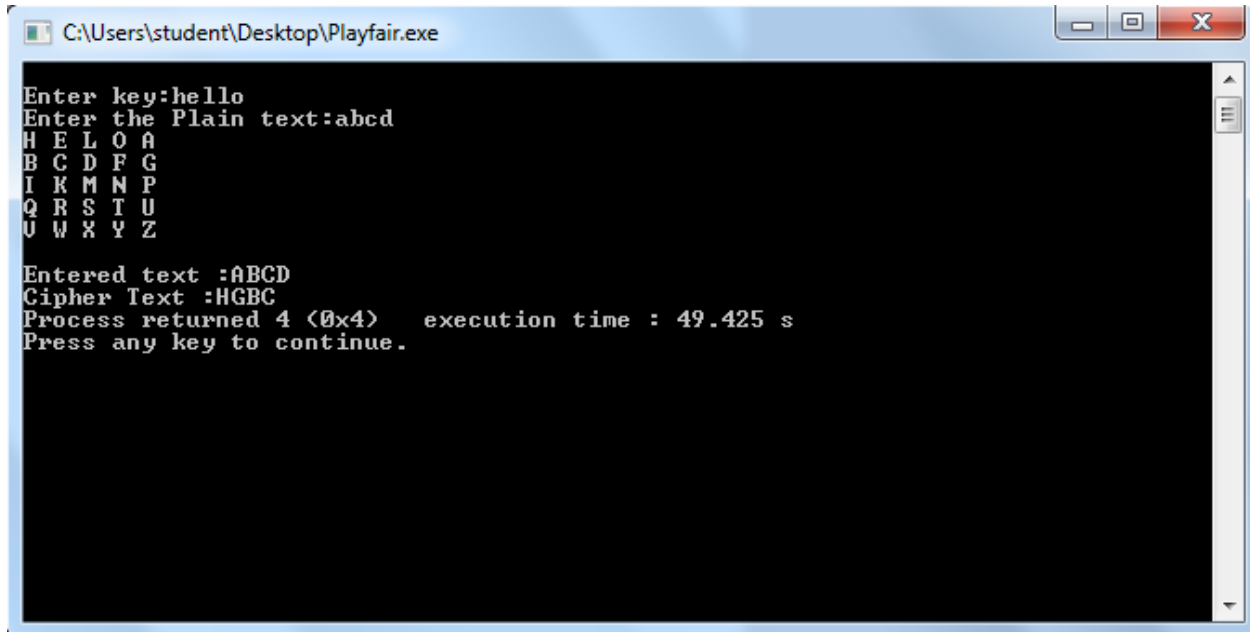
```
}  
  
else{  
    w = ((w - 1) % 5+5)%5;  
    y = ((y - 1) % 5+5)%5;  
}  
  
    printf("%c%c", key[w][x], key[y][z]);  
}  
  
else {  
    printf("%c%c", key[w][z], key[y][x]);  
}  
}  
  
void removeDuplicates(char str[]){  
    int hash[256] = {0};  
    int currentIndex = 0;  
    int lastUniqueIndex = 0;  
    while(*(str+currentIndex)){  
        char temp = *(str+currentIndex);  
        if(0 == hash[temp]){  
            hash[temp] = 1;  
            *(str+lastUniqueIndex) = temp;  
            lastUniqueIndex++;  
        }  
        currentIndex++;  
    }  
    *(str+lastUniqueIndex) = '\0';  
}
```

```
void main() {  
    int i, j, k = 0, l, m = 0, n;  
    char key[MX][MX], keyminus[25], keystr[10], str[25] = {  
        0  
    };  
    char alpa[26] = {  
  
        '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'  
    };  
    fflush(stdin);  
    printf("\nEnter key:");  
    gets(keystr);  
    printf("Enter the Plain text:");  
    gets(str);  
    removeDuplicates(keystr);  
    n = strlen(keystr);  
    //convert the characters to uppertext  
    for (i = 0; i < n; i++) {  
        if (keystr[i] == 'j') keystr[i] = 'i';  
        else if (keystr[i] == 'J') keystr[i] = 'I';  
        keystr[i] = toupper(keystr[i]);  
    }  
    //convert all the characters of plaintext to uppertext  
    for (i = 0; i < strlen(str); i++) {  
        if (str[i] == 'j') str[i] = 'i';  
        else if (str[i] == 'J') str[i] = 'I';
```

```
str[i] = toupper(str[i]);  
  
}  
  
// store all characters except key  
  
j = 0;  
  
for (i = 0; i < 26; i++) {  
    for (k = 0; k < n; k++) {  
        if (keystr[k] == alpa[i]) break;  
        else if (alpa[i] == 'J') break;  
    }  
    if (k == n) {  
        keyminus[j] = alpa[i];  
        j++;  
    }  
}  
  
//construct key keymatrix  
  
k = 0;  
  
for (i = 0; i < MX; i++) {  
    for (j = 0; j < MX; j++) {  
        if (k < n) {  
            key[i][j] = keystr[k];  
            k++;  
        } else {  
            key[i][j] = keyminus[m];  
            m++;  
        }  
    }  
    printf("%c ", key[i][j]);
```

```
}  
  
printf("\n");  
  
}  
  
// construct diagram and convert to cipher text  
printf("\nEntered text :%s\nCipher Text :", str);  
for (i = 0; i < strlen(str); i++) {  
    if (str[i] == 'J') str[i] = 'I';  
    if (str[i + 1] == '\0') playfair(str[i], 'X', key);  
    else {  
        if (str[i + 1] == 'J') str[i + 1] = 'I';  
        if (str[i] == str[i + 1]) playfair(str[i], 'X', key);  
        else {  
            playfair(str[i], str[i + 1], key);  
            i++;  
        }  
    }  
}  
  
}
```

Output:



```
C:\Users\student\Desktop\Playfair.exe

Enter key:hello
Enter the Plain text:abcd
H E L O A
B C D F G
I K M N P
Q R S T U
V W X Y Z

Entered text :ABCD
Cipher Text :HGBC
Process returned 4 (0x4)   execution time : 49.425 s
Press any key to continue.
```