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

#define MODULO 37

int char_to_int(char c) {
    if (c == ' ') return 26;
    if (c >= 'A' && c <= 'Z') return c - 'A';
    if (c >= '0' && c <= '9') return 27 + (c - '0');
    return 0;
}

char int_to_char(int x) {
    if (x == 26) return ' ';
    if (x >= 0 && x <= 25) return 'A' + x;
    if (x >= 27 && x <= 36) return '0' + (x - 27);
    return '?';
}

int mod_inverse(int a, int m) {
    int t = 0, new_t = 1;
    int r = m, new_r = a;
    while (new_r != 0) {
        int quotient = r / new_r;
        int temp = new_t;
        new_t = t - quotient * new_t;
        t = temp;
        temp = new_r;
        new_r = r - quotient * new_r;
        r = temp;
    }
    if (r > 1) return -1;
    if (t < 0) t += m;
    return t;
}

int determinant(int** matrix, int n) {
    if (n == 1) return matrix[0][0] % MODULO;
    if (n == 2) return (matrix[0][0] * matrix[1][1] - matrix[0][1] *
matrix[1][0]) % MODULO;
    int det = 0;
    int** submatrix = malloc((n - 1) * sizeof(int*));
    for (int i = 0; i < n - 1; i++)
        submatrix[i] = malloc((n - 1) * sizeof(int));
    for (int i = 0; i < n; i++) {
        int subi = 0;
        for (int j = 1; j < n; j++) {
            int subj = 0;
            for (int k = 0; k < n; k++) {
                if (k == i) continue;
                submatrix[subi][subj++] = matrix[j][k];
            }
            subi++;
        }
        int sign = (i % 2 == 0) ? 1 : -1;
    }
}

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        det = (det + sign * matrix[0][i] * determinant(submatrix, n - 1))
% MODULO;
    }
    for (int i = 0; i < n - 1; i++) free(submatrix[i]);
    free(submatrix);
    if (det < 0) det += MODULO;
    return det;
}

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void adjoint(int** matrix, int** adj, int n) {
    if (n == 1) {
        adj[0][0] = 1;
        return;
    }
    int** temp = malloc((n - 1) * sizeof(int*));
    for (int i = 0; i < n - 1; i++)
        temp[i] = malloc((n - 1) * sizeof(int));
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            int subi = 0;
            for (int x = 0; x < n; x++) {
                if (x == i) continue;
                int subj = 0;
                for (int y = 0; y < n; y++) {
                    if (y == j) continue;
                    temp[subi][subj++] = matrix[x][y];
                }
                subi++;
            }
            int sign = ((i + j) % 2 == 0) ? 1 : -1;
            adj[j][i] = (sign * determinant(temp, n - 1)) % MODULO;
            if (adj[j][i] < 0) adj[j][i] += MODULO;
        }
    }
    for (int i = 0; i < n - 1; i++) free(temp[i]);
    free(temp);
}

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int** inverse_matrix(int** matrix, int n) {
    int det = determinant(matrix, n);
    int det_inv = mod_inverse(det, MODULO);
    if (det_inv == -1) return NULL;
    int** adj = malloc(n * sizeof(int*));
    for (int i = 0; i < n; i++)
        adj[i] = malloc(n * sizeof(int));
    adjoint(matrix, adj, n);
    for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++)
            adj[i][j] = (adj[i][j] * det_inv) % MODULO;
    return adj;
}

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void read_key_matrix(int** matrix, int n) {
    printf("Entrez la matrice cle (%d x %d), entiers entre 0 et 36 :\n",
n, n);
    for (int i = 0; i < n; ++i)
        for (int j = 0; j < n; ++j)
            scanf("%d", &matrix[i][j]);
}

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}
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void multiply_matrix_vector(int** matrix, int* vector, int* result, int n) {
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    for (int i = 0; i < n; ++i) {  
        result[i] = 0;  
        for (int j = 0; j < n; ++j)  
            result[i] += matrix[i][j] * vector[j];  
        result[i] %= MODULO;  
    }  
}
```

```
void strip_newline(char* str) {  
    size_t len = strlen(str);  
    if (len > 0 && str[len - 1] == '\n')  
        str[len - 1] = '\0';  
}
```

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void clear_input() {  
    int c;  
    while ((c = getchar()) != '\n' && c != EOF);  
}
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```
int main() {  
    int n, choix;  
    printf("Taille de la matrice cle (n x n) : ");  
    scanf("%d", &n);  
  
    int** key = malloc(n * sizeof(int*));  
    for (int i = 0; i < n; ++i)  
        key[i] = malloc(n * sizeof(int));  
    read_key_matrix(key, n);  
  
    do {  
        printf("\n=== MENU ===\n");  
        printf("1. Chiffrer un message\n");  
        printf("2. Dechiffrer un message\n");  
        printf("3. Quitter\n");  
        printf("Votre choix : ");  
        scanf("%d", &choix);  
        clear_input();  
  
        if (choix == 1 || choix == 2) {  
            char message[10000];  
            printf("Entrez le message en MAJUSCULES (lettres, espaces, chiffres) :\n");  
            fgets(message, sizeof(message), stdin);  
            strip_newline(message);  
  
            int len = strlen(message);  
            int padded_len = len + (n - len % n) % n;  
  
            int* numeric_msg = malloc(padded_len * sizeof(int));  
            for (int i = 0; i < len; ++i)  
                numeric_msg[i] = char_to_int(toupper(message[i]));  
            for (int i = len; i < padded_len; ++i)  
                numeric_msg[i] = char_to_int(' ');  
        }  
    } while (choix != 3);  
}
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char* result_msg = malloc((padded_len + 1) * sizeof(char));
int* block = malloc(n * sizeof(int));
int* result = malloc(n * sizeof(int));

int** matrix_used = key;
if (choix == 2) {
    matrix_used = inverse_matrix(key, n);
    if (matrix_used == NULL) {
        printf("La matrice cle n'a pas d'inverse.\n");
        free(numeric_msg); free(result_msg); free(block);
free(result);
        continue;
    }
}

for (int i = 0; i < padded_len; i += n) {
    for (int j = 0; j < n; ++j)
        block[j] = numeric_msg[i + j];
    multiply_matrix_vector(matrix_used, block, result, n);
    for (int j = 0; j < n; ++j)
        result_msg[i + j] = int_to_char(result[j]);
}
result_msg[padded_len] = '\0';

if (choix == 1)
    printf("Message chiffré : \n%s\n", result_msg);
else
    printf("Message decrypté : \n%s\n", result_msg);

if (choix == 2) {
    for (int i = 0; i < n; ++i) free(matrix_used[i]);
    free(matrix_used);
}

free(numeric_msg);
free(result_msg);
free(block);
free(result);
}

} while (choix != 3);

for (int i = 0; i < n; ++i)
    free(key[i]);
free(key);

printf("Programme terminé.\n");
return 0;
}

```