Ex. No.: 6 Date:

Aim:

To implement Digital Signature Algorithm (DSA) using C.

## Algorithm:

- 1. Get the prime number p and its divisor q from the user.
- 2. Get the value of h from the user.
- 3. Compute the value of g.
- 4. Get the private key xa from the user.
- 5. Compute the user's public key y.
- 6. Get the per-message secret key k and hash value of message M.
- 7. Compute the value of z using g, k & p
- 8. Compute z % q to get the value of r
- 9. Compute the multiplicative inverse.
- 10. Compute the value of s.
- 11. Print the signature (r, s).

## **Program Code:**

```
#include <stdio.h>
#include <math.h>
int power(int,unsigned int,int);
int multiplicativeInverse(int,int,int);
int main()
 int p,q,h,g,r,s,t,x,y,z,k,inv,hash;
 printf("\nEnter prime number p and enter q prime divisor of (p-1): ");
 scanf("%d %d",&p,&q);
 printf("\nEnter h such that it greater than 1 and less than (p-1):
 "); scanf("%d",&h);
 //Compute g
 t = (p-1)/q;
 g = power(h,t,p);
 printf("\nEnter user's private key such that it is greater than 0 and less than q:
 "); scanf("%d",&x);
 //Computer user's public key
 y = power(g,x,p);
```

```
printf("\nEnter user's per-message secret key k such that it is greater than 0 and less than q:
 "); scanf("%d",&k);
 printf("\nEnter the hash(M) value : ");
 scanf("%d",&hash);
 //Signing. Compute r and s pair
 z = power(g,k,p);
 r = z \% q;
 inv = multiplicativeInverse(k,q,p);
 s = inv * (hash + x * r) \% q;
 //Display
 printf("\n********Computed Values*******");
 printf("\ng = \%d",g);
 printf("\ny = \%d",y);
 printf("\nGenerated Signature Sender = (%d, %d) \n",r,s);
int power(int x, unsigned int y, int p)
  int res = 1; // Initialize result
  x = x \% p; // Update x if it is more than or equal to p
  while (y > 0)
     // If y is odd, multiply x with
     result if (y & 1)
       res = (res * x) \% p;
     // y must be even now
     y = y >> 1; // y = y/2
     x = (x * x) \% p;
  return res;
int multiplicativeInverse(int a, int b, int n)
     int sum,x,y;
     for(y=0;y< n;y++)
          for(x=0;x< n;x++)
               sum = a * x + b * (-y);
               if(sum == 1)
                    return x;
     }
}
```

## **Output:**

## **Result:**