EX.NO: 1.c) ROLL.NO: 210701275

DATE:

Implement the Rail fence Cipher technique

AIM:

To implement Rail fence cipher technique on the user input message.

ALGORITHM:

- 1. Initialize the Playfair key matrix based on the provided key, handling duplicates and 'J' substitution.
- 2. Preprocess the plaintext, removing non-alphabetic characters, converting to uppercase, and adding 'X' between consecutive identical characters.
- 3. Implement a method to retrieve the row and column positions of characters within the key matrix.
- 4. Encrypt the plaintext by iterating through character pairs, applying Playfair Cipher rules based on character positions, and constructing the ciphertext.
- 5. Accept user input for the key and plaintext, instantiate the Playfair Cipher, encrypt the plaintext, and output the ciphertext.

PROGRAM:

```
import java.util.*;
public class Main
public static void main(String[] args) {
Scanner sc=new Scanner(System.in);
String s=sc.nextLine();
int depth=sc.nextInt();
char [][] arr=new char[depth][s.length()];
for(int m=0;m<depth;m++)
Arrays.fill(arr[m],'\n');
int i=0, j=0, c=0, d=1;
while(c<s.length())
if(i==0)
d=1;
if(i==depth-1)
d=-1;
if(d==1)
```

```
arr[i][j]=s.charAt(c);
i++;
j++;
c++;
if(d=-1)
arr[i][j]=s.charAt(c);
j++;
c++;
for(int k=0;k<depth;k++)
for(int l=0;l<s.length();l++)
if(arr[k][l]!='\n')
System.out.print(arr[k][l]);
OUTPUT:
Hello
2
hloel
```

RESULT:

Thus the rail fence cipher technique has been successfully compiled and executed.