**Information Security Lab**



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**Certificate**



This is to certify that **Tirth Shah,** student of **G6-Div3 CSE’26** with

enrolment number **22BCP230** has satisfactorily completed his work

in **Information Security Lab** under the guidance of **Dr. Rutvij H. Jhaveri.**

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Lab Instructor Head of the department

Practical-1

Q1. Caesar Cypher and Improved Caesar Cypher

**Caesar Cypher: An Overview**

The Caesar Cypher, named after Julius Caesar who used it in his private correspondence, is a type of substitution Cypher where each letter in the plaintext is shifted a certain number of places down or up the alphabet. It is one of the simplest and most widely known encryption techniques.

**Key Characteristics:**

1. **Shift Value (Key):** The number of positions each letter in the plaintext is shifted. For example, with a shift of 3, A becomes D, B becomes E, and so on.
2. **Alphabet Wrap-Around:** The alphabet is treated as circular, so after Z comes A again. This means a shift of 1 on Z would result in A.
3. **Case Sensitivity:** Traditionally, the Cypher is case-sensitive, meaning 'A' and 'a' are considered distinct and are encrypted separately.

**Encryption Process:**

1. **Input:** A plaintext message and a shift value (key).
2. **Shift:** Each letter in the plaintext is shifted by the specified key. Non-alphabetic characters remain unchanged.
3. **Output:** The resulting Cyphertext.

**Decryption Process:**

1. **Input:** A Cyphertext message and the same shift value (key) used for encryption.
2. **Shift Back:** Each letter in the Cyphertext is shifted backward by the specified key to retrieve the original plaintext.
3. **Output:** The original plaintext message.

**Example:**

* **Plaintext:** HELLO
* **Key:** 3
* **Encryption:**
  + H (shift by 3) -> K
  + E (shift by 3) -> H
  + L (shift by 3) -> O
  + L (shift by 3) -> O
  + O (shift by 3) -> R
  + **Cyphertext:** KHOOR
* **Decryption:**
  + K (shift back by 3) -> H
  + H (shift back by 3) -> E
  + O (shift back by 3) -> L
  + O (shift back by 3) -> L
  + R (shift back by 3) -> O
  + **Plaintext:** HELLO

**Applications:**

* Historically used in military and government communication.
* Educational purposes to demonstrate basic encryption techniques.
* Simple puzzles and games for recreational cryptography.

**Limitations of the Caesar Cypher**

1. **Susceptibility to Brute-Force Attacks:**
   * With only 25 possible shifts, it is easy for an attacker to try all possible keys and decrypt the message.
2. **Frequency Analysis Vulnerability:**
   * The Cypher does not alter the frequency of letters, allowing attackers to use frequency analysis to break the encryption based on the known frequency of letters in the language.
3. **Lack of Complexity:**
   * The simplicity of the Cypher means it provides very little security and can be easily broken with minimal computational effort.
4. **Fixed Shift Key:**
   * The use of a single shift key for the entire message makes it easy to deCypher once the key is known.
5. **Not Suitable for Modern Communications:**
   * Given its weaknesses, the Caesar Cypher cannot protect sensitive information against modern cryptographic analysis and attacks.
6. **No Integrity or Authentication:**
   * The Cypher provides no mechanisms to ensure the integrity of the message or authenticate the sender, making it vulnerable to tampering and impersonation.

**Code:**

print("\nCaesar Cypher Encryption/Decryption\n")

choice = input("Enter the operation you want to perform: Encryption(1)/Decryption(0): ")

# Populating the alphabet table before hand without loop to avoid any overhead

alphabetTable = {'A': 0, 'B': 1, 'C': 2, 'D': 3, 'E': 4, 'F': 5, 'G': 6, 'H': 7, 'I': 8, 'J': 9, 'K': 10, 'L': 11, 'M': 12, 'N': 13, 'O': 14, 'P': 15, 'Q': 16, 'R': 17, 'S': 18, 'T': 19, 'U': 20, 'V': 21, 'W': 22, 'X': 23, 'Y': 24, 'Z': 25}

reverseAlphabetTable = {v: k for k, v in alphabetTable.items()}

if choice == "1":

input\_message = input("\nEnter the message you want to encrypt: ")

key = int(input("\nEnter the encryption key you want to use: "))

encrypted\_message = ""

for c in input\_message:

if (65 <= ord(c) <= 90):

encrypted\_message += reverseAlphabetTable[(alphabetTable[c] + key) % 26]

elif (97 <= ord(c) <= 122):

temp = ord(c) - 32

encrypted\_message += reverseAlphabetTable[(alphabetTable[chr(temp)] + key) % 26].lower()

else:

encrypted\_message += c

print("\nEncrypted message: ", encrypted\_message, end="\n\n")

elif choice == "0":

input\_message = input("\nEnter the message you want to decrypt: ")

key = int(input("\nEnter the decryption key you want to use: "))

decrypted\_message = ""

for c in input\_message:

if (65 <= ord(c) <= 90):

decrypted\_message += reverseAlphabetTable[(alphabetTable[c] - key) % 26]

elif (97 <= ord(c) <= 122):

temp = ord(c) - 32

decrypted\_message += reverseAlphabetTable[(alphabetTable[chr(temp)] - key) % 26].lower()

else:

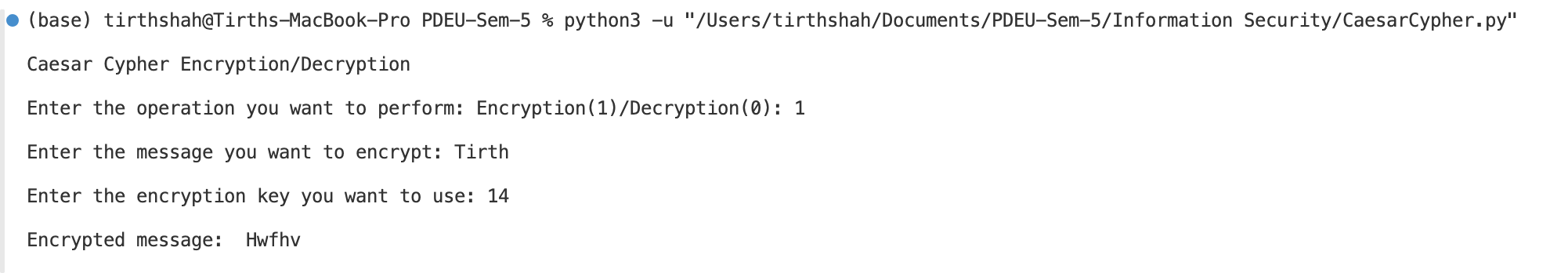
decrypted\_message += c

print("\nDecrypted message: ", decrypted\_message, end="\n\n")

else:

print("\nInvalid choice! Please enter 1 for encryption or 0 for decryption.")

**Output:**



**Improved Caesar Cypher: An Overview**

The Improved Caesar Cypher enhances the traditional Caesar Cypher by incorporating additional security measures, making it more robust against attacks. This version uses a keyword to create a variable shift pattern, combined with a simple hash function to determine the shift value, thereby increasing the complexity and security of the encryption process.

**Key Improvements:**

1. **Keyword-Length Adjustment:**
   * The keyword is adjusted to match the length of the input message, ensuring a consistent shift pattern throughout the entire message.
2. **Hash Function for Shift Value:**
   * A simple hash function based on the keyword generates a shift value, adding an extra layer of security and variability to the encryption process.

**Example:**

* **Plaintext:** HELLO
* **Keyword:** KEY
* **Key:** 3

**Step-by-Step Encryption Process:**

1. **Adjust the Keyword Length:**
   * The keyword "KEY" needs to be adjusted to match the length of the plaintext "HELLO".
   * Adjusted Keyword: "KEYKE"
   * This is done by repeating the keyword until it matches the length of the plaintext.
2. **Calculate the Shift Value:**
   * The shift value is calculated using a simple hash function based on the adjusted keyword and the provided key.
   * The hash value is the sum of the ASCII values of the characters in the keyword "KEYKE":
     + K: 75
     + E: 69
     + Y: 89
     + K: 75
     + E: 69
     + Hash Value = 75 + 69 + 89 + 75 + 69 = 377
   * The key is adjusted: Key = Key \* 17
     + Key = 3 \* 17 = 51
   * The shift value is calculated as: Hash Value % Key
     + Shift Value = 377 % 51 = 20
3. **Encrypt Each Character:**
   * Now, each character of the plaintext "HELLO" is shifted by the calculated shift value (20).
   * **H (shift by 20) -> B**
     + 'H' is at index 7 in the alphabet.
     + New index = (7 + 20) % 26 = 1
     + The character at index 1 is 'B'.
   * **E (shift by 20) -> Y**
     + 'E' is at index 4 in the alphabet.
     + New index = (4 + 20) % 26 = 24
     + The character at index 24 is 'Y'.
   * **L (shift by 20) -> F**
     + 'L' is at index 11 in the alphabet.
     + New index = (11 + 20) % 26 = 5
     + The character at index 5 is 'F'.
   * **L (shift by 20) -> F**
     + 'L' is at index 11 in the alphabet.
     + New index = (11 + 20) % 26 = 5
     + The character at index 5 is 'F'.
   * **O (shift by 20) -> I**
     + 'O' is at index 14 in the alphabet.
     + New index = (14 + 20) % 26 = 8
     + The character at index 8 is 'I'.
4. **Cyphertext:**
   * After shifting each character, the resulting Cyphertext is "BYFFI".

**Summary of Encryption:**

* **Plaintext:** HELLO
* **Adjusted Keyword:** KEYKE
* **Shift Value:** 20
* **Cyphertext:** BYFFI

**Step-by-Step Decryption Process:**

1. **Use the Same Adjusted Keyword and Shift Value:**
   * Adjusted Keyword: "KEYKE"
   * Shift Value: 20
2. **Decrypt Each Character:**
   * Now, each character of the Cyphertext "BYFFI" is shifted back by the calculated shift value (20).
   * **B (shift back by 20) -> H**
     + 'B' is at index 1 in the alphabet.
     + New index = (1 - 20 + 26) % 26 = 7
     + The character at index 7 is 'H'.
   * **Y (shift back by 20) -> E**
     + 'Y' is at index 24 in the alphabet.
     + New index = (24 - 20 + 26) % 26 = 4
     + The character at index 4 is 'E'.
   * **F (shift back by 20) -> L**
     + 'F' is at index 5 in the alphabet.
     + New index = (5 - 20 + 26) % 26 = 11
     + The character at index 11 is 'L'.
   * **F (shift back by 20) -> L**
     + 'F' is at index 5 in the alphabet.
     + New index = (5 - 20 + 26) % 26 = 11
     + The character at index 11 is 'L'.
   * **I (shift back by 20) -> O**
     + 'I' is at index 8 in the alphabet.
     + New index = (8 - 20 + 26) % 26 = 14
     + The character at index 14 is 'O'.
3. **Plaintext:**
   * After shifting each character back, the resulting plaintext is "HELLO".

**Summary of Decryption:**

* **Cyphertext:** BYFFI
* **Adjusted Keyword:** KEYKE
* **Shift Value:** 20
* **Plaintext:** HELLO

**Code:**

print("\nCaesar Cypher Encryption/Decryption\n")

choice = input("Enter the operation you want to perform: Encryption(1)/Decryption(0): ")

# Populating the alphabet table beforehand without loop to avoid any overhead

alphabetTable = {'A': 0, 'B': 1, 'C': 2, 'D': 3, 'E': 4, 'F': 5, 'G': 6, 'H': 7, 'I': 8, 'J': 9, 'K': 10, 'L': 11, 'M': 12, 'N': 13, 'O': 14, 'P': 15, 'Q': 16, 'R': 17, 'S': 18, 'T': 19, 'U': 20, 'V': 21, 'W': 22, 'X': 23, 'Y': 24, 'Z': 25}

reverseAlphabetTable = {v: k for k, v in alphabetTable.items()}

def adjustLength(keyword, input\_message):

diff = len(input\_message) - len(keyword)

newKeyword = ""

if diff < 0:

for i in range(len(input\_message)):

newKeyword += keyword[i]

elif diff == 0:

newKeyword = keyword

else:

for i in range(len(input\_message)):

newKeyword += keyword[i % len(keyword)]

return newKeyword

def simpleHash(keyword, key):

hashValue = 0

for i in range(len(keyword)):

hashValue += ord(keyword[i])

key = key \* 17

return hashValue % key

def imporvedCaesarEncrypt(input\_message, key, keyword, alphabetTable, reverseAlphabetTable):

sameLengthKeyword = adjustLength(keyword, input\_message)

shiftValue = simpleHash(sameLengthKeyword, key)

encrypted\_message = ""

for c in input\_message:

if (65 <= ord(c) <= 90):

encrypted\_message += reverseAlphabetTable[(alphabetTable[c] + shiftValue) % 26]

elif (97 <= ord(c) <= 122):

temp = ord(c) - 32

encrypted\_message += reverseAlphabetTable[(alphabetTable[chr(temp)] + shiftValue) % 26].lower()

else:

encrypted\_message += c

return encrypted\_message

def imporvedCaesarDecrypt(input\_message, key, keyword, alphabetTable, reverseAlphabetTable):

sameLengthKeyword = adjustLength(keyword, input\_message)

shiftValue = simpleHash(sameLengthKeyword, key)

decrypted\_message = ""

for c in input\_message:

if (65 <= ord(c) <= 90):

decrypted\_message += reverseAlphabetTable[(alphabetTable[c] - shiftValue) % 26]

elif (97 <= ord(c) <= 122):

temp = ord(c) - 32

decrypted\_message += reverseAlphabetTable[(alphabetTable[chr(temp)] - shiftValue) % 26].lower()

else:

decrypted\_message += c

return decrypted\_message

if choice == "1":

input\_message = input("\nEnter the message you want to encrypt: ")

key = int(input("\nEnter the encryption key you want to use: "))

keyword = input("\nEnter the keyword you want to use: ")

encrypted\_message = imporvedCaesarEncrypt(input\_message, key, keyword, alphabetTable, reverseAlphabetTable)

print("\nEncrypted message: ", encrypted\_message, end="\n\n")

elif choice == "0":

input\_message = input("\nEnter the message you want to decrypt: ")

key = int(input("\nEnter the decryption key you want to use: "))

keyword = input("\nEnter the keyword you want to use: ")

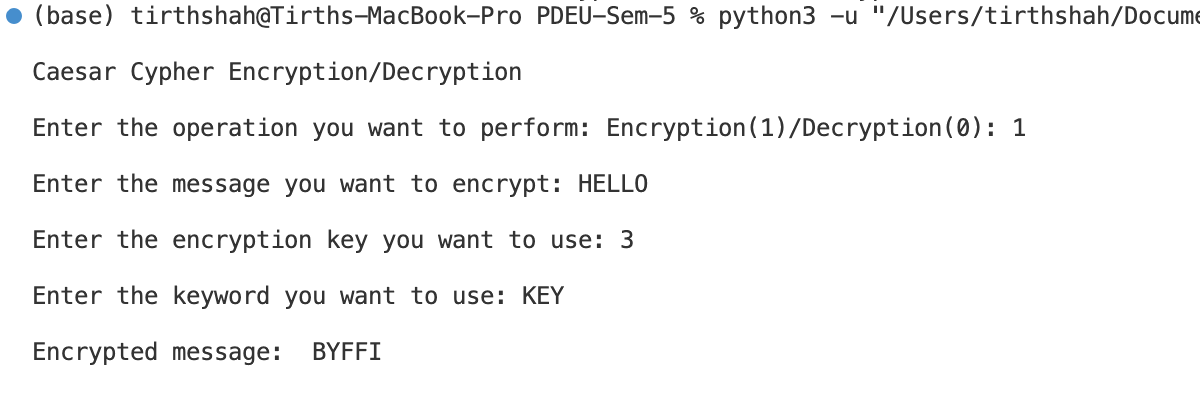
decrypted\_message = imporvedCaesarDecrypt(input\_message, key, keyword, alphabetTable, reverseAlphabetTable)

print("\nDecrypted message: ", decrypted\_message, end="\n\n")

else:

print("\nInvalid choice! Please enter 1 for encryption or 0 for decryption.")

**Output:**

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**Conclusion:**

The traditional Caesar Cypher uses a fixed shift for encryption, making it simple but easily breakable. The Improved Caesar Cypher adds complexity by using a keyword-based hash to determine a variable shift, enhancing security. This added complexity makes it more resistant to basic attacks, though both Cyphers remain vulnerable due to the only 25 possible shifts for both of them.

Practical-2

**Q1. Write a program to implement normal playfair cipher and improvised playfair cipher**

**A1.**

**Normal Playfair Cipher**

The Playfair Cipher is a manual symmetric encryption technique and was the first literal digraph substitution cipher. The scheme was invented in 1854 by Charles Wheatstone but bears the name of Lord Playfair for promoting its use.

**Steps for Normal Playfair Cipher:**

1. **Key Matrix Generation**: Create a 5x5 matrix using a keyword. Remove duplicate letters from the keyword and fill the matrix with remaining letters of the alphabet. Traditionally, 'I' and 'J' are treated as the same letter.
2. **Prepare Plaintext**: Modify the plaintext to ensure it can be encrypted in pairs. If a pair of identical letters appear, insert an 'X' between them. If the plaintext has an odd number of characters, append an 'X' at the end.
3. **Encryption Rules**:
   * **Same Row**: Replace each letter with the letter immediately to its right (wrap around to the beginning if needed).
   * **Same Column**: Replace each letter with the letter immediately below it (wrap around to the top if needed).
   * **Rectangle**: Replace each letter with the letter in the same row but in the column of the other letter of the pair.

## Improved Playfair-Vigenère-Affine Cipher with Shuffling

### Introduction

In this lab, we implement an encryption and decryption system that combines the Playfair, Vigenère, and Affine ciphers, followed by a simple character shuffling step. This multi-layered approach enhances the security of the encryption process. Below, we detail the steps and functions involved in this encryption and decryption scheme.

### Playfair Cipher

The Playfair cipher is a manual symmetric encryption technique. It encrypts pairs of letters (digraphs), making it more secure than simple substitution ciphers.

#### Steps for Playfair Encryption:

1. **Matrix Generation**: A 5x5 matrix is generated using a key, skipping one letter (usually 'J').
2. **Input Modification**: The input message is modified to ensure there are no repeating characters in a pair, and 'X' is added if necessary.
3. **Pairwise Encryption**: Each pair of letters is encrypted based on their positions in the matrix.

#### Functions:

* getMat(key): Generates the Playfair matrix.
* modifyInput(input\_message): Modifies the input message for Playfair encryption.
* playFairEncrypt(input\_message, key): Encrypts the message using the Playfair cipher.
* playFairDecrypt(cypher, key): Decrypts the message using the Playfair cipher.

### Vigenère Cipher

The Vigenère cipher is a method of encrypting alphabetic text by using a simple form of polyalphabetic substitution.

#### Steps for Vigenère Encryption:

1. **Key Extension**: The key is extended to match the length of the message.
2. **Character-wise Encryption**: Each character of the message is encrypted using the corresponding character of the key.

#### Functions:

* vignereEncrypt(input\_message, key): Encrypts the message using the Vigenère cipher.
* vignereDecrypt(cypher, key): Decrypts the message using the Vigenère cipher.

### Affine Cipher

The Affine cipher is a type of monoalphabetic substitution cipher, where each letter in an alphabet is mapped to its numeric equivalent, encrypted using a simple mathematical function, and converted back to a letter.

#### Steps for Affine Encryption:

1. **Parameters Selection**: Choose two keys, a and b, such that a is coprime with 26.
2. **Mathematical Transformation**: Apply the Affine transformation (a \* x + b) % 26 for encryption.

#### Functions:

* affineEncrypt(plaintext, a, b): Encrypts the message using the Affine cipher.
* affineDecrypt(ciphertext, a, b): Decrypts the message using the Affine cipher.
* mod\_inverse(a, m): Finds the modular inverse of a under modulo m.
* nextCoPrime(a): Finds the next coprime of a.

### Shuffling

A simple character shuffling step to further obfuscate the encrypted message.

#### Steps for Shuffling:

1. **Character Swap**: Swap every two characters in the string.

#### Function:

* shuffleTwo(cipher): Swaps every two characters in the string.

### Encryption Process

1. **Playfair Encryption**: Encrypt the input message using the Playfair cipher.
2. **Vigenère Encryption**: Encrypt the Playfair encrypted message using the Vigenère cipher.
3. **Affine Encryption**: Encrypt the Vigenère encrypted message using the Affine cipher.
4. **Shuffling**: Shuffle the characters of the Affine encrypted message.

### Decryption Process

1. **Unshuffling**: Reverse the shuffling step.
2. **Affine Decryption**: Decrypt the shuffled message using the Affine cipher.
3. **Vigenère Decryption**: Decrypt the Affine decrypted message using the Vigenère cipher.
4. **Playfair Decryption**: Decrypt the Vigenère decrypted message using the Playfair cipher and remove padding characters.

**Normal Cipher Code:**

import string

def getMat(key):

key = key.upper().replace("J", "I")

usedAlphas = set()

matList = []

# Add key characters to the matrix

for k in key:

if k not in usedAlphas and k in string.ascii\_uppercase:

usedAlphas.add(k)

matList.append(k)

# Add remaining characters to the matrix

for a in string.ascii\_uppercase:

if a not in usedAlphas and a != "J":

usedAlphas.add(a)

matList.append(a)

# Generate the 5x5 matrix

mat = [matList[i:i + 5] for i in range(0, 25, 5)]

return mat

def modifyInput(input\_message):

input\_message = input\_message.upper().replace(" ", "").replace("J", "I")

formatted\_message = ""

i = 0

while i < len(input\_message):

formatted\_message += input\_message[i]

if i + 1 < len(input\_message):

if input\_message[i] == input\_message[i + 1]:

formatted\_message += 'X'

i += 1

else:

formatted\_message += input\_message[i + 1]

i += 2

else:

formatted\_message += 'X'

i += 1

return formatted\_message

def findPosition(char, mat):

for i, row in enumerate(mat):

if char in row:

return i, row.index(char)

return None

def displayMat(mat):

print("\nMatrix: \n")

for row in mat:

print(" ".join(row))

print()

def playFairEncrypt(input\_message, key):

mat = getMat(key)

displayMat(mat)

modified\_input = modifyInput(input\_message)

encrypted = ""

i = 0

while i < len(modified\_input):

a = modified\_input[i]

b = modified\_input[i + 1]

row1, col1 = findPosition(a, mat)

row2, col2 = findPosition(b, mat)

if row1 == row2:

encrypted += mat[row1][(col1 + 1) % 5]

encrypted += mat[row2][(col2 + 1) % 5]

elif col1 == col2:

encrypted += mat[(row1 + 1) % 5][col1]

encrypted += mat[(row2 + 1) % 5][col2]

else:

encrypted += mat[row1][col2]

encrypted += mat[row2][col1]

i += 2

return encrypted

def playFairDecrypt(cypher, key):

mat = getMat(key)

displayMat(mat)

plain = ""

i = 0

while i < len(cypher):

a = cypher[i]

b = cypher[i + 1]

row1, col1 = findPosition(a, mat)

row2, col2 = findPosition(b, mat)

if row1 == row2:

plain += mat[row1][(col1 - 1) % 5]

plain += mat[row2][(col2 - 1) % 5]

elif col1 == col2:

plain += mat[(row1 - 1) % 5][col1]

plain += mat[(row2 - 1) % 5][col2]

else:

plain += mat[row1][col2]

plain += mat[row2][col1]

i += 2

return plain

print("\PlayFair Cypher Encryption/Decryption\n")

input\_message = input("\nEnter the message you want to encrypt: ")

key = input("\nEnter the encryption key you want to use: ")

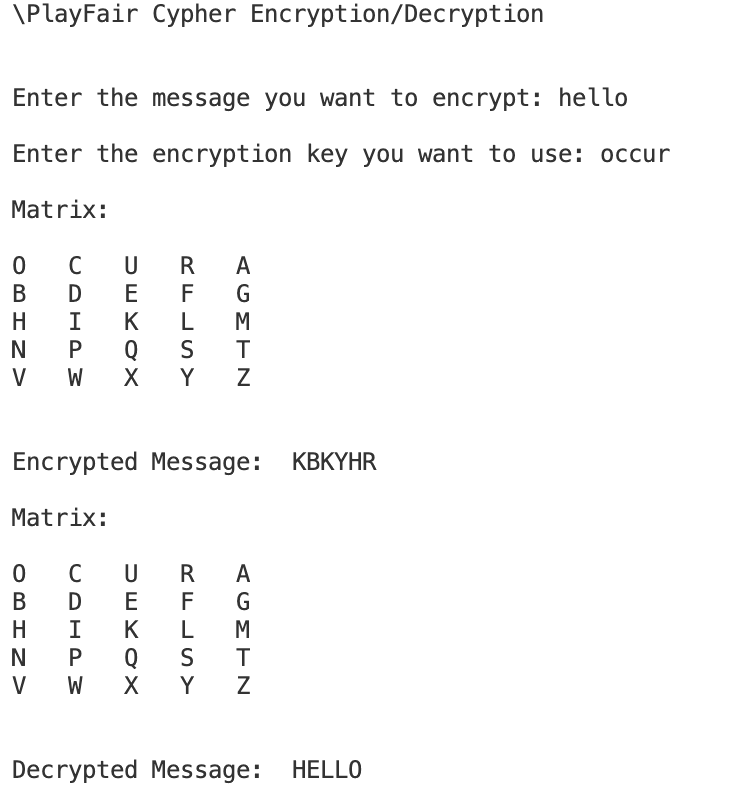
encrypted\_message = playFairEncrypt(input\_message, key)

print("\nEncrypted Message: ", encrypted\_message)

decrypted\_message = playFairDecrypt(encrypted\_message, key).replace("X", "")

print("\nDecrypted Message: ", decrypted\_message, "\n")

**Output:**

****

**Improvised Playfair Cipher Code:**

import math

def autoKeyGeneration(key, input\_message): # Generates key of the same length as the input message

key = list(key) # Convert key to list

if len(input\_message) == len(key): # If the key is the same length as the input message, return the key as is

return "".join(key)

elif len(input\_message) < len(key): # If the key is longer than the input message

return "".join(key[:len(input\_message)]) # Return the key truncated to the length of the input message

else: # If the key is shorter than the input message

for i in range(len(input\_message) - len(key)): # Append the key to itself until it is the same length as the input message

key.append(key[i % len(key)])

return "".join(key)

def getMat(key): # Generate the Playfair matrix

usedAlphas = set() # Set to keep track of used alphabets

matList = [] # List to store the matrix

skipped = False # Flag to check if a character has been skipped

skippedChar = 'X' # Skipped Character

replaced = False # Flag to check if a character has been replaced

replacedChar = 'X' # Replaced Character

mat = [] # Matrix

key = key.upper() # Convert key to uppercase

for k in key: # Iterate over the key

if k not in usedAlphas: # If the alphabet has not been used

usedAlphas.add(k) # Add the alphabet to the used alphabets set

matList.append(k) # Add the alphabet to the matrix list

alphabets = ['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']

for a in alphabets: # Iterate over the alphabets

if a not in usedAlphas: # If the alphabet has not been used

if len(matList) >= 12 and not skipped: # If the matrix list has 12 or more elements and a character has not been skipped

skipped = True

skippedChar = a

continue

if not replaced and len(matList) >= 12: # If the matrix list has 12 or more elements and a character has not been replaced

replaced = True

replacedChar = a

usedAlphas.add(a)

matList.append(a)

for i in range(5): # Generate the matrix

l = [] # List to store the row

for j in range(5):

index = 5 \* i + j

l.append(matList[index]) # Append the element to the row

mat.append(l) # Append the row to the matrix

return mat, skippedChar, replacedChar

def modifyInput(input\_message): # Modify the input message to fit the Playfair cipher

input\_message = input\_message.upper().replace(" ", "") # Convert the input message to uppercase and remove spaces

formatted\_message = "" # Formatted message

i = 0 # Counter

while i < len(input\_message):

formatted\_message += input\_message[i] # Append the character to the formatted message

if i + 1 < len(input\_message): # If there is another character in the input message

if input\_message[i] == input\_message[i + 1]: # If the current character is the same as the next character

formatted\_message += 'X' # Append 'X' to the formatted message

i += 1 # Increment the counter

else:

formatted\_message += input\_message[i + 1] # Append the next character to the formatted message

i += 2 # Increment the counter by 2

else:

formatted\_message += 'X' # Append 'X' to the formatted message

i += 1 # Increment the counter

# Example: "HELLOO" -> "HELXLOOX"

return formatted\_message

def findPosition(a, mat): # Find the position of a character in the Playfair matrix

for i, row in enumerate(mat):

if a in row:

return i, row.index(a)

return None

def displayMat(mat): # Display the Playfair matrix

print("\nMatrix: \n")

for row in mat:

print(" ".join(row))

print()

def playFairEncrypt(input\_message, key):

mat, skippedChar, replacedChar = getMat(key) # Generate the Playfair matrix

displayMat(mat) # Display the Playfair matrix

modified\_input = modifyInput(input\_message.replace(skippedChar, replacedChar)) # Modify the input message

encrypted = ""

i = 0

while i < len(modified\_input):

a = modified\_input[i] # Get the first character

b = modified\_input[i + 1] # Get the second character

row1, col1 = findPosition(a, mat) # Find the position of the first character in the matrix

row2, col2 = findPosition(b, mat) # Find the position of the second character in the matrix

if row1 == row2: # If the characters are in the same row

encrypted += mat[row1][(col1 + 1) % 5] # Append the right character to the encrypted message

encrypted += mat[row2][(col2 + 1) % 5] # Append the right character to the encrypted message

elif col1 == col2: # If the characters are in the same column

encrypted += mat[(row1 + 1) % 5][col1] # Append the character below to the encrypted message

encrypted += mat[(row2 + 1) % 5][col2] # Append the character below to the encrypted message

else: # If the characters are in different rows and columns

encrypted += mat[row1][col2] # Append the character at the intersection to the encrypted message

encrypted += mat[row2][col1] # Append the character at the intersection to the encrypted message

i += 2

return encrypted

def playFairDecrypt(cypher, key):

mat, skippedChar, replacedChar = getMat(key)

displayMat(mat)

plain = ""

i = 0

while i < len(cypher):

a = cypher[i]

b = cypher[i + 1]

row1, col1 = findPosition(a, mat)

row2, col2 = findPosition(b, mat)

if row1 == row2:

plain += mat[row1][(col1 - 1) % 5] # Append the left character to the decrypted message

plain += mat[row2][(col2 - 1) % 5] # Append the left character to the decrypted message

elif col1 == col2:

plain += mat[(row1 - 1) % 5][col1] # Append the character above to the decrypted message

plain += mat[(row2 - 1) % 5][col2] # Append the character above to the decrypted message

else:

plain += mat[row1][col2]

plain += mat[row2][col1]

i += 2

return plain.replace(replacedChar, skippedChar) # Replace the skipped character with the original character

def vignereEncrypt(input\_message, key):

encrypted = ""

i = 0

input\_message = input\_message.replace(" ", "")

key = key.replace(" ", "")

input\_message = input\_message.upper()

while i < len(input\_message):

a = input\_message[i] # Get the character

b = key[i % len(key)] # Get the key character

encrypted += chr((ord(a) + ord(b) - 2 \* ord('A')) % 26 + ord('A')) # Encrypt the character

i += 1

return encrypted

def vignereDecrypt(cypher, key):

decrypted = ""

i = 0

cypher = cypher.replace(" ", "")

key = key.replace(" ", "")

cypher = cypher.upper()

while i < len(cypher):

a = cypher[i]

b = key[i % len(key)]

decrypted += chr((ord(a) - ord(b) + 26) % 26 + ord('A'))

i += 1

return decrypted

def mod\_inverse(a, m):

# Function to find the modular inverse of a under modulo 26

for x in range(1, 26):

if (a \* x) % 26 == 1:

return x

raise ValueError("No modular inverse found for a = {} and 26 = {}".format(a, 26))

def nextCoPrime(a):

# Function to find the next co-prime of a

for i in range(a + 1, 26):

if math.gcd(a, i) == 1:

return i

return 1

def affineEncrypt(plaintext, a, b):

a = nextCoPrime(a)

ciphertext = ''

for char in plaintext:

x = ord(char.upper()) - ord('A') # Convert the character to a number

encrypted\_char = (a \* x + b) % 26 # Encrypt the character

ciphertext += chr(encrypted\_char + ord('A')) # Convert the number to a character

return ciphertext

def affineDecrypt(ciphertext, a, b):

plaintext = ''

a = nextCoPrime(a)

a\_inv = mod\_inverse(a, 26) # Find the modular inverse of a

for char in ciphertext:

y = ord(char.upper()) - ord('A') # Convert the character to a number

decrypted\_char = (a\_inv \* (y - b)) % 26 # Decrypt the character

plaintext += chr(decrypted\_char + ord('A')) # Convert the number to a character

return plaintext

def shuffleTwo(cipher):

cipher = list(cipher) # Convert the cipher to a list

for i in range(0, len(cipher), 2):

if i + 1 < len(cipher):

cipher[i], cipher[i + 1] = cipher[i + 1], cipher[i] # Swap the characters

return "".join(cipher)

# Example: "EHLLO" -> "HELLO"

print("\nImproved PlayFair-Vigenère Cypher Encryption/Decryption\n")

input\_message = input("Enter the message you want to encrypt: ").upper()

key = input("Enter the encryption key: ").upper()

keyA = int(input("Enter the key A value: "))

keyB = int(input("Enter the key B value: "))

# Step 1: Playfair

pf\_encrypted = playFairEncrypt(input\_message, key)

# Step 2: Vigenère

vig\_encrypted = vignereEncrypt(pf\_encrypted, key)

# Step 3: Affine

affine\_encrypted = affineEncrypt(vig\_encrypted, keyA, keyB)

# Step 4: Shuffle

shuffled = shuffleTwo(affine\_encrypted)

print("\nEncrypted Message: ", shuffled)

# input\_message = input("Enter the message you want to decrypt: ").upper()

# key = input("Enter the decryption key: ").upper()

# Step 4: Shuffle

shuffled = shuffleTwo(shuffled)

# Step 3: Affine

affine\_decrypted = affineDecrypt(shuffled, keyA, keyB)

# Step 2: Vigenère

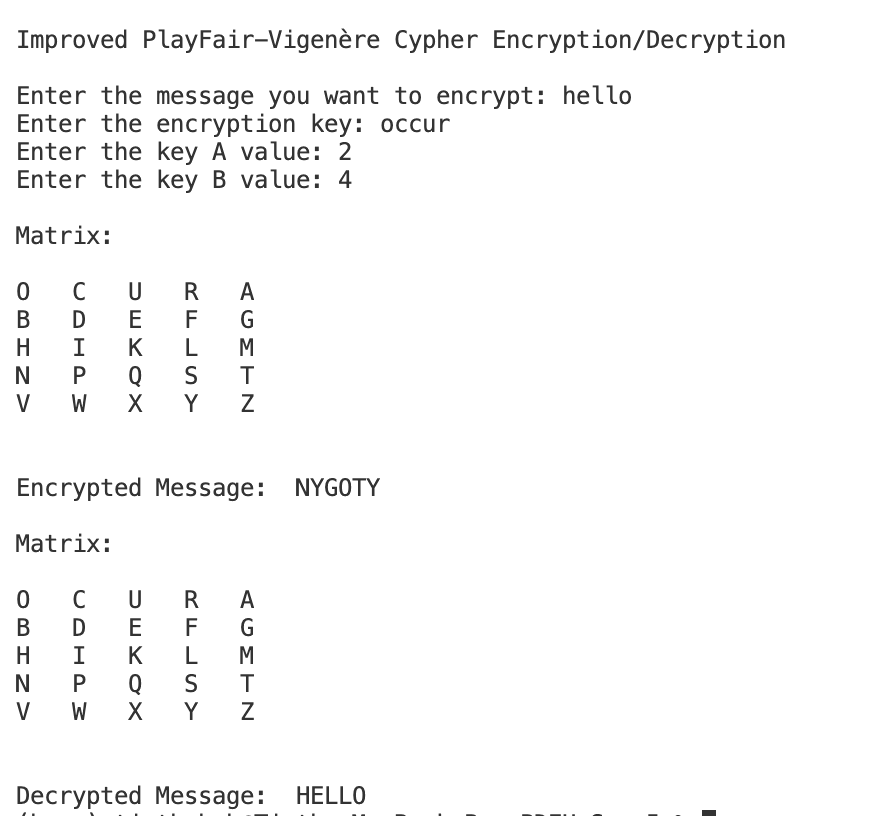
vig\_decrypted = vignereDecrypt(affine\_decrypted, key)

# Step 1: Playfair

final\_decrypted = playFairDecrypt(vig\_decrypted, key).replace('X', '')

print("\nDecrypted Message: ", final\_decrypted)

**Output:**

****

Practical-3

Q1. Hill Cypher and Improved Hill Cypher

### A1. Basic Hill Cipher

The Hill Cipher, invented by Lester S. Hill in 1929, is a polygraphic substitution cipher based on linear algebra. It encrypts blocks of text, rather than individual letters, making it more resistant to frequency analysis. The cipher uses a square key matrix to transform a block of plaintext into ciphertext.

**Encryption:**

1. **Key Matrix**: A square matrix of size n x n is chosen as the key. This matrix must be invertible modulo 26 (since the cipher typically works with the 26 letters of the English alphabet).
2. **Message Matrix**: The plaintext is divided into blocks of size n. If the length of the plaintext is not a multiple of n, it is padded with a filler character (commonly 'X').
3. **Matrix Multiplication**: Each block of plaintext is converted into a vector and multiplied by the key matrix. The resulting vector is then reduced modulo 26 to ensure it maps back to a valid character.
4. **Ciphertext**: The resultant vectors are converted back to letters to form the ciphertext.

**Decryption:**

1. **Inverse Key Matrix**: To decrypt the message, the inverse of the key matrix modulo 26 is required. This is only possible if the determinant of the key matrix is non-zero and has a multiplicative inverse modulo 26.
2. **Matrix Multiplication**: The ciphertext blocks are multiplied by the inverse key matrix, and the resulting vectors are reduced modulo 26 to retrieve the original plaintext.

**Improved Hill Cipher**

The Improved Hill Cipher enhances the basic version by introducing additional steps to make the cipher more secure.

**Enhancements:**

1. **Matrix Rotation**: The key matrix is first rotated to increase complexity. This rotation involves transposing the matrix and then reversing the elements in each row.
2. **Column Shifting**: After rotating the matrix, the columns of the matrix are shifted to the right. The amount of shifting is determined by the sum of the ASCII values of the key characters modulo the matrix size. This adds another layer of permutation, making the cipher harder to break.
3. **Encryption and Decryption**: Similar to the basic version, but with the added steps of rotating and shifting the key matrix before encrypting or decrypting the message. The inverse key matrix is also computed after applying these transformations.

These improvements increase the cipher's resistance to attacks by complicating the relationship between the plaintext and ciphertext.

**Code:**

import math # For math functions like sqrt, ceil

def copyMatrix(A):

return [row[:] for row in A] # Copy the matrix row wise by copying the row whole row using [:] slicing

def detRec(A, total=0): # Recursive function to calculate the determinant of a matrix

dimension = list(range(len(A))) # Get the dimension of the matrix that is dimension

if len(A) == 1 and len(A[0]) == 1:

return A[0][0] # If the matrix is of size 1x1 then return the only element

if len(A) == 2 and len(A[0]) == 2:

val = A[0][0] \* A[1][1] - A[1][0] \* A[0][1]

return val # If the matrix is of size 2x2 then return the determinant of the matrix

for fc in dimension: # Iterate over all column where fc is the column in focus

ASubForFocCol = copyMatrix(A) # Copy the matrix to a new matrix ASubForFocCol

ASubForFocCol = ASubForFocCol[1:] # Remove the first row of the matrix

height = len(ASubForFocCol) # Row of the new matrix

for i in range(height): # Iterate over all the rows of the new matrix

a = ASubForFocCol[i][0:fc] # Get the elements of the row before the column in focus

b = ASubForFocCol[i][fc+1:] # Get the elements of the row after the column in focus

ASubForFocCol[i] = ASubForFocCol[i][0:fc] + ASubForFocCol[i][fc+1:] # Remove the column in focus from the row

sign = (-1) \*\* (fc) # Calculate the sign of the element in focus

sub\_det = detRec(ASubForFocCol) # Calculate the determinant of the new matrix

total += sign \* A[0][fc] \* sub\_det # Add the product of the element in focus and the determinant of the new matrix to the total

return total

def getAdjointMatrix(mat):

n = len(mat) # Get the dimension of the matrix

adjointMat = []

for i in range(0, n): # Iterate over all the rows of the matrix

row = [] # Create a new row

for j in range(0, n): # Iterate over all the columns of the matrix

subMat = [] # Create a new matrix

for k in range(0, n): # Iterate over all the rows of the matrix

if k == i: # If the row is the same as the row in focus then

continue

temp = [] # Create a new row

for l in range(0, n): # Iterate over all the columns of the matrix

if l == j: # If the column is the same as the column in focus then

continue

temp.append(mat[k][l]) # Add the element to the row

subMat.append(temp) # Add the row to the matrix

row.append(detRec(subMat)) # Add the determinant of the matrix to the row

adjointMat.append(row) # Add the row to the matrix

for i in range(0, n):

for j in range(0, n):

adjointMat[i][j] = ((-1) \*\* (i + j)) \* adjointMat[i][j] # Calculate the cofactor of the element

# Transpose the matrix

for i in range(0, n):

for j in range(i, n):

temp = adjointMat[i][j]

adjointMat[i][j] = adjointMat[j][i]

adjointMat[j][i] = temp

return adjointMat

def getModularInverse(n):

for i in range(26):

if (n \* i) % 26 == 1:

return i

return -1

def printMatrix(mat):

n = len(mat)

for i in range(0, n):

for j in range(0, n):

print(mat[i][j], end = " ")

print()

def matMult(keyMat, messageMat):

result = [] # Create a new matrix to store the result

n = len(keyMat) # Get the dimension of the matrix

temp0 = 0

for i in range(0, n):

temp = []

temp0 = 0

for j in range(0, n):

temp0 += keyMat[i][j] \* messageMat[j][0] # We didn't use a third loop because it is a column matrix so the column value will be 0

temp.append(temp0 % 26) # Add the result to the row

result.append(temp) # Add the row to the matrix

return result

class HillCypher: # Class for Hill Cypher

n = 0 # Dimension of the matrix

def getKeyMatrix(self, key):

lenOfKey = len(key)

keyMat = [] # Create a new matrix to store the key

key = key.upper()

key = key.replace(" ", "")

keyList = list(key) # Convert the key to a list

keyList = [ord(i) - ord('A') for i in keyList] # Convert the key to a list of integers

self.n = math.sqrt(lenOfKey) # Get the dimension of the matrix

n = self.n # Get the dimension of the matrix

nextSq = math.ceil(n) \*\* 2 # Get the next square number

paddingValue = ord('X') - ord('A') # Get the padding value

if len(keyList) < nextSq:

keyList += [paddingValue] \* (nextSq - len(keyList)) # Add the padding value to the key

n = int(math.sqrt(len(keyList))) # Get the dimension of the matrix

for i in range(0, n):

row = [] # Create a new row

for j in range(0, n):

row.append(keyList[i \* n + j]) # Add the element to the row

keyMat.append(row) # Add the row to the matrix

return keyMat

def getInverseKeyMatrix(self, key):

keyMat = self.getKeyMatrix(key) # Get the key matrix

det = detRec(keyMat) # Get the determinant of the matrix

if det == 0:

return None

adjointMat = getAdjointMatrix(keyMat) # Get the adjoint matrix

detInv = getModularInverse(det) # Get the modular inverse of the determinant

if detInv == -1:

return None

n = len(adjointMat)

for i in range(0, n):

for j in range(0, n):

adjointMat[i][j] = (((adjointMat[i][j]) % 26) \* detInv) % 26 # Calculate the inverse of the matrix

return adjointMat

def getMessageMatrixList(self, key, message):

lenOfMessage = len(message) # Get the length of the message

n = int(math.sqrt(math.ceil(math.sqrt(len(key))) \*\* 2)) # Get the dimension of the matrix

if lenOfMessage % n != 0: # If the length of the message is not divisible by the dimension of the matrix

message = message.upper().replace(" ", "")

message += "X" \* (n - (lenOfMessage % n)) # Add the padding value

messageMatList = [] # Create a new list to store the message

messageList = list(message) # Convert the message to a list

messageList = [ord(i) - ord('A') for i in messageList] # Convert the message to a list of integers

for i in range(0, len(messageList), n): # Iterate over the message with skip of n indices

mat = [] # Create a new matrix

for j in range(0, n): # Iterate over the dimension of the matrix

listInt = [messageList[i + j]] # Create a new list

mat.append(listInt) # Add the list to the matrix

messageMatList.append(mat) # Add the matrix to the list

return messageMatList

def encrypt(self, key, input\_message):

keyMat = self.getKeyMatrix(key) # Get the key matrix

messageMatList = self.getMessageMatrixList(key, input\_message) # Get the message matrix list

encryptedMessage = "" # Create a new string to store the encrypted message

encryptedMessageList = [] # Create a new list to store the encrypted message

for messageMat in messageMatList: # Iterate over the message matrix list

encryptedMat = matMult(keyMat, messageMat) # Multiply the key matrix with the message matrix

n = int(math.sqrt(math.ceil(math.sqrt(len(key))) \*\* 2)) # Get the sqrt of next square number which will be the length after padding

encryptedMessageList.append(encryptedMat) # Add the encrypted matrix to the list

for i in range(0, n):

encryptedMessage += chr(encryptedMat[i][0] + ord('A')) # Add the encrypted message to the string

return encryptedMessageList, encryptedMessage

def decrypt(self, key, input\_message):

keyInv = self.getInverseKeyMatrix(key) # Get the inverse key matrix

if keyInv == None:

return None

messageMatList = self.getMessageMatrixList(key, input\_message) # Get the message matrix list

decryptedMessage = ""

for messageMat in messageMatList:

decryptedMat = matMult(keyInv, messageMat) # Multiply the inverse key matrix with the message matrix

n = int(math.sqrt(math.ceil(math.sqrt(len(key))) \*\* 2)) # Get the sqrt of next square number which will be the length after padding

for i in range(0, n):

decryptedMessage += chr(decryptedMat[i][0] + ord('A')) # Add the decrypted message to the string

# Remove the trailing 'X' characters

while decryptedMessage[-1] == 'X':

decryptedMessage = decryptedMessage[:-1]

return decryptedMessage

class ImprovedHillCypher:

def getKeyMatrix(self, key):

lenOfKey = len(key)

keyMat = []

key = key.upper()

key = key.replace(" ", "")

keyList = list(key)

keyList = [ord(i) - ord('A') for i in keyList]

self.n = math.sqrt(lenOfKey)

n = self.n

nextSq = math.ceil(n) \*\* 2

paddingValue = ord('X') - ord('A')

if len(keyList) < nextSq:

keyList += [paddingValue] \* (nextSq - len(keyList)) # Add the padding value to the key

n = int(math.sqrt(len(keyList))) # Get the dimension of the matrix

# Make the matrix from list

for i in range(0, n):

row = []

for j in range(0, n):

row.append(keyList[i \* n + j])

keyMat.append(row)

return keyMat

def getInverseKeyMatrix(self, key):

keyMat = self.getKeyMatrix(key) # Get the key matrix

keyMat = self.rotateMatrix(keyMat) # Rotate the matrix

keyMat = self.shiftColsRight(keyMat, key) # Shift the columns to the right

det = detRec(keyMat) # Get the determinant of the matrix

if det == 0:

return None

adjointMat = getAdjointMatrix(keyMat) # Get the adjoint matrix

detInv = getModularInverse(det) # Get the modular inverse of the determinant

if detInv == -1:

return None

n = len(adjointMat) # Get the dimension of the matrix

for i in range(0, n):

for j in range(0, n):

adjointMat[i][j] = (((adjointMat[i][j]) % 26) \* detInv) % 26 # Calculate the inverse of the matrix

return adjointMat

def rotateMatrix(self, matr):

n = len(matr[0])

# Transpose the matrix

for i in range(0, n):

for j in range(i, n):

temp = matr[i][j]

matr[i][j] = matr[j][i]

matr[j][i] = temp

# Reverse each row with two poninters

for i in range(0, n):

for j in range(0, n // 2):

temp = matr[i][j]

matr[i][j] = matr[i][n - j - 1]

matr[i][n - j - 1] = temp

return matr

def shiftColsRight(self, matr, key):

n = len(matr[0])

sumOfKey = 0

for i in key: # Get the sum of the ASCII values of the characters in the key

sumOfKey += ord(i)

shift = sumOfKey % n # Get the shift value

shifted\_matrix = [[0] \* n for \_ in range(n)] # Initialize the shifted matrix

for i in range(0, n):

for j in range(0, n):

shifted\_matrix[i][(j + shift) % n] = matr[i][j] # Shift the columns to the right

return shifted\_matrix

def getMessageMatrixList(self, key, message):

lenOfMessage = len(message)

n = int(math.sqrt(math.ceil(math.sqrt(len(key))) \*\* 2)) # Next square number

if lenOfMessage % n != 0: # Padding the message if the length is not divisible by the dimension of the matrix

message = message.upper().replace(" ", "")

message += "X" \* (n - (lenOfMessage % n))

messageMatList = [] # Create a new list to store the message

messageList = list(message) # Convert the message to a list

messageList = [ord(i) - ord('A') for i in messageList] # Convert the message to a list of integers in Z26

for i in range(0, len(messageList), n):

mat = [] # Create a new matrix

for j in range(0, n):

listInt = [messageList[i + j]] # Create a new list

mat.append(listInt) # Add the list to the matrix

messageMatList.append(mat) # Add the matrix to the list

return messageMatList

def encrypt(self, key, input\_message):

keyMat = self.getKeyMatrix(key)

keyMat = self.rotateMatrix(keyMat)

keyMat = self.shiftColsRight(keyMat, key)

messageMatList = self.getMessageMatrixList(key, input\_message)

encryptedMessage = ""

encryptedMessageList = []

for messageMat in messageMatList:

encryptedMat = matMult(keyMat, messageMat)

n = int(math.sqrt(math.ceil(math.sqrt(len(key))) \*\* 2))

encryptedMessageList.append(encryptedMat)

for i in range(0, n):

encryptedMessage += chr(encryptedMat[i][0] + ord('A'))

return encryptedMessageList, encryptedMessage

def decrypt(self, key, input\_message):

keyInv = self.getInverseKeyMatrix(key) # Get the inverse key matrix

if keyInv == None:

return None

messageMatList = self.getMessageMatrixList(key, input\_message) # Get the message matrix list

decryptedMessage = "" # Create a new string to store the decrypted message

for messageMat in messageMatList:

decryptedMat = matMult(keyInv, messageMat) # Multiply the inverse key matrix with the message matrix

n = int(math.sqrt(math.ceil(math.sqrt(len(key))) \*\* 2)) # Get the sqrt of next square number which will be the length after padding

for i in range(0, n):

decryptedMessage += chr(decryptedMat[i][0] + ord('A')) # Add the decrypted message to the string

# Remove the trailing 'X' characters

while decryptedMessage[-1] == 'X':

decryptedMessage = decryptedMessage[:-1]

return decryptedMessage

# Driver code

hill = HillCypher()

print("\nHill Cypher Encryption: ", end="")

enc = hill.encrypt("HILL", "HELLO")[1]

print(enc)

print("\nHill Cypher Decryption: ", end="")

dec = hill.decrypt("HILL", enc)

print(dec)

improvedHill = ImprovedHillCypher()

print("\nImproved Hill Cypher Encryption: ", end="")

enc = improvedHill.encrypt("HILL", "HELLO")[1]

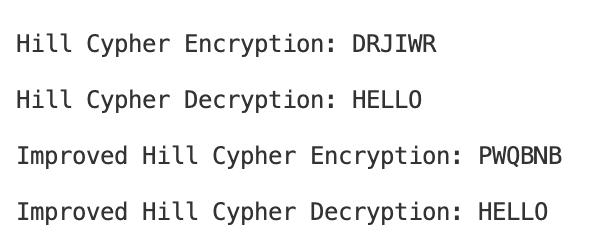
print(enc)

print("\nImproved Hill Cypher Decryption: ", end="")

dec = improvedHill.decrypt("HILL", enc)

print(dec)

**Output:**

****

Practical-4

Q1. ImplementVigenère Cipher and Improvised Vigenère Cipher

### A1. Vigenère Cipher Overview

The **Vigenère Cipher** is a method of encrypting alphabetic text by using a simple form of polyalphabetic substitution. It uses a keyword, where each letter of the keyword shifts corresponding letters of the plaintext by a number of positions in the alphabet. This cipher is more secure than the Caesar cipher as it uses multiple shifting patterns based on the keyword.

**Working of Vigenère Cipher**

1. **Encryption**:
   * The plaintext is aligned with the keyword, repeated or truncated as necessary to match its length.
   * Each letter in the plaintext is shifted by the position of the corresponding letter in the keyword (e.g., if the keyword letter is 'B', the plaintext letter is shifted by 1 position).
   * The result is the ciphertext.
2. **Decryption**:
   * The ciphertext is aligned with the keyword.
   * Each letter in the ciphertext is shifted backward by the position of the corresponding letter in the keyword.
   * The result is the original plaintext.

**Improved Vigenère Cipher**

The **Improved Vigenère Cipher** enhances the traditional Vigenère Cipher by introducing an additional step to modify the keyword:

1. **Key Modification**:
   * The original key is extended to match the length of the plaintext.
   * The key is then rearranged by taking the letters at specific intervals and reversing the sequence, making it harder to predict.
2. **Encryption & Decryption**:
   * The process follows similar steps to the standard Vigenère Cipher but uses the modified key, adding an extra layer of security.

**Comparison**

* **Standard Vigenère Cipher**: Simpler and easier to implement, but more vulnerable to frequency analysis attacks if the keyword is short or the ciphertext is long.
* **Improved Vigenère Cipher**: Offers enhanced security by making the keyword more complex, making it more resistant to attacks but slightly more complex to implement.

Both methods demonstrate the basic principles of polyalphabetic substitution, providing a foundation for understanding more advanced encryption techniques.

**Input:**

class VignereCipher:

def \_\_init\_\_(self, key):

self.key = key # Initialize the key for the cipher

def setKey(self, key):

self.key = key # Method to set a new key for the cipher

def encrypt(self, plaintext):

ciphertext = "" # Initialize the ciphertext as an empty string

for i in range(len(plaintext)):

chNum = ord(plaintext[i]) - ord('A') # Convert plaintext character to 0-25 range

chNum += ord(self.key[i % len(self.key)]) - ord('A') # Add corresponding key character value

chNum %= 26 # Wrap around if the sum exceeds 25

ciphertext += chr(chNum + ord('A')) # Convert back to a character and append to ciphertext

return ciphertext # Return the encrypted text

def decrypt(self, ciphertext):

plaintext = "" # Initialize the plaintext as an empty string

for i in range(len(ciphertext)):

chNum = ord(ciphertext[i]) - ord('A') # Convert ciphertext character to 0-25 range

chNum -= ord(self.key[i % len(self.key)]) - ord('A') # Subtract corresponding key character value

chNum %= 26 # Wrap around if the result is negative

plaintext += chr(chNum + ord('A')) # Convert back to a character and append to plaintext

return plaintext # Return the decrypted text

class ImprovedVignereCipher:

def \_\_init\_\_(self, key):

self.key = key # Initialize the key for the improved cipher

def setKey(self, key):

self.key = key # Method to set a new key for the improved cipher

def encrypt(self, plaintext):

newKey = "" # Initialize the new key as an empty string

# Generate a new key that matches the length of the plaintext

for i in range(len(plaintext)):

newKey += self.key[i % len(self.key)]

# Sort the new key in reverse order

newKeyOne = ""

for i in range(len(self.key)):

j = i

while j < len(newKey):

newKeyOne += newKey[j] # Rearrange the new key in reverse order

j += len(self.key)

newKey = ""

for i in range(len(newKeyOne) - 1, -1, -1):

newKey += newKeyOne[i] # Reverse the newKeyOne to form the final newKey

ciphertext = "" # Initialize the ciphertext as an empty string

# Encrypt using the modified key

for i in range(len(plaintext)):

chNum = ord(plaintext[i]) - ord('A') # Convert plaintext character to 0-25 range

chNum += ord(newKey[i % len(newKey)]) - ord('A') # Add corresponding key character value

chNum %= 26 # Wrap around if the sum exceeds 25

ciphertext += chr(chNum + ord('A')) # Convert back to a character and append to ciphertext

return ciphertext # Return the encrypted text

def decrypt(self, ciphertext):

newKey = "" # Initialize the new key as an empty string

# Generate a new key that matches the length of the ciphertext

for i in range(len(ciphertext)):

newKey += self.key[i % len(self.key)]

# Sort the new key in reverse order

newKeyOne = ""

for i in range(len(self.key)):

j = i

while j < len(newKey):

newKeyOne += newKey[j] # Rearrange the new key in reverse order

j += len(self.key)

newKey = ""

for i in range(len(newKeyOne) - 1, -1, -1):

newKey += newKeyOne[i] # Reverse the newKeyOne to form the final newKey

plaintext = "" # Initialize the plaintext as an empty string

# Decrypt using the modified key

for i in range(len(ciphertext)):

chNum = ord(ciphertext[i]) - ord('A') # Convert ciphertext character to 0-25 range

chNum -= ord(newKey[i % len(newKey)]) - ord('A') # Subtract corresponding key character value

chNum %= 26 # Wrap around if the result is negative

plaintext += chr(chNum + ord('A')) # Convert back to a character and append to plaintext

return plaintext # Return the decrypted text

# Main code to demonstrate the Vignere Cipher and Improved Vignere Cipher

print("Vignere Cipher\n")

key = input("Enter key: ") # Get the key from user input

key = key.upper().replace(" ", "") # Convert key to uppercase and remove spaces

vignereCipher = VignereCipher(key) # Create a VignereCipher object

text = input("Enter text to encrypt: ") # Get the plaintext from user input

text = text.upper().replace(" ", "") # Convert plaintext to uppercase and remove spaces

encryptedText = vignereCipher.encrypt(text) # Encrypt the plaintext

print(f"\n\nEncrypted Text: {encryptedText}") # Display the encrypted text

decryptedText = vignereCipher.decrypt(encryptedText) # Decrypt the encrypted text

print(f"Decrypted Text: {decryptedText}") # Display the decrypted text

print("\nImproved Vignere Cipher\n")

improvedVignereCipher = ImprovedVignereCipher(key) # Create an ImprovedVignereCipher object

encryptedText = improvedVignereCipher.encrypt(text) # Encrypt the plaintext using the improved cipher

print(f"Encrypted Text: {encryptedText}") # Display the encrypted text from the improved cipher

decryptedText = improvedVignereCipher.decrypt(encryptedText) # Decrypt the encrypted text from the improved cipher

print(f"Decrypted Text: {decryptedText}\n\n") # Display the decrypted text from the improved cipher

**Output:**

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Practical-5

Q1. Implement RailFence Cipher and Improvised RailFence Cipher

A1. **Rail Fence Cipher:**

The Rail Fence Cipher is a type of transposition cipher where the characters of the plaintext are arranged in a zigzag pattern across multiple "rails" or rows. The message is then read off row by row to create the ciphertext.

**Steps in the Rail Fence Cipher:**

1. **Matrix Construction:**
   * A matrix is created with a number of rows equal to the key (the number of rails) and columns equal to the length of the plaintext.
   * The plaintext is placed in the matrix in a zigzag pattern. The direction changes when the top or bottom of the matrix is reached.
2. **Encryption:**
   * Once the matrix is filled, the characters are read off row by row to generate the ciphertext.
3. **Decryption:**
   * The decryption process involves reversing the encryption steps.
   * The matrix is reconstructed by filling the zigzag pattern with placeholders and then replacing them with the characters from the ciphertext. The plaintext is then read in the zigzag order to retrieve the original message.

**Code Explanation for Rail Fence Cipher:**

* **Initialization:**
  + The class RailFence initializes with a key, which determines the number of rows (rails).
* **Matrix Creation (getRailFence method):**
  + The matrix is filled with the plaintext in a zigzag pattern using the key.
  + The dir\_down boolean variable controls the direction of filling, switching direction at the top and bottom rails.
* **Encryption (encrypt method):**
  + The matrix is read row by row to create the ciphertext.
* **Decryption (decrypt method):**
  + The ciphertext is placed back into the matrix, filling the zigzag pattern.
  + The plaintext is then reconstructed by reading the matrix in the zigzag order.

**Improved Rail Fence Cipher:**

The Improved Rail Fence Cipher is an extension of the basic Rail Fence Cipher with added complexity to increase security. In this version, the zigzag pattern is more elaborate, and the columns are shuffled based on a random seed generated from the key.

**Steps in the Improved Rail Fence Cipher:**

1. **Matrix Construction with Phases:**
   * The plaintext is placed in a matrix with the number of rows equal to the length of the plaintext and columns equal to the key.
   * The filling pattern is more complex, involving multiple phases that change the direction and column arrangement.
2. **Column Shuffling:**
   * After filling the matrix, the columns are shuffled randomly based on a seed derived from the key.
   * This step introduces an additional layer of complexity, making the ciphertext more secure.
3. **Encryption:**
   * The ciphertext is generated by reading the matrix column by column after the shuffle.
4. **Decryption:**
   * During decryption, the matrix is filled again in the shuffled column order.
   * The plaintext is reconstructed by reading the matrix in the order of the filling phases.

**Code Explanation for Improved Rail Fence Cipher:**

* **Initialization:**
  + The ImprovedRailFence class initializes with a key similar to the basic version.
* **Matrix Creation (getRailFence method):**
  + The matrix is filled with the plaintext in a more complex zigzag pattern involving different phases (phase\_value controls the phase).
* **Column Shuffling:**
  + After constructing the matrix, columns are shuffled using Python's random.shuffle() with a seed set by the key.
* **Encryption (encrypt method):**
  + The matrix is read in the shuffled column order to generate the ciphertext.
* **Decryption (decrypt method):**
  + The matrix is filled with the shuffled columns, and the plaintext is read by reversing the filling phases.

**Conclusion:**

The basic Rail Fence Cipher is a straightforward transposition cipher that rearranges the characters in a zigzag pattern, while the Improved Rail Fence Cipher adds complexity through multiple phases of filling and column shuffling, making it more secure. The improved version is harder to crack because of the randomization and the more intricate filling pattern.

**Code:**

import random

def printMat(mat):

# Print the matrix row by row

for i in range(len(mat)):

for j in range(len(mat[i])):

if(mat[i][j] == "\t"):

print("\*\t", end="")

else:

print(mat[i][j], end="")

print()

class RailFence:

def \_\_init\_\_(self, key):

self.key = key # Initialize the key

def setKey(self, key):

self.key = key # Set a new key

def getRailFence(self, plaintext, key):

# Create a matrix with 'key' rows and length of plaintext columns

railFenceMat = [["\t" for i in range(len(plaintext))] for j in range(key)]

dir\_down = False # Direction control

row, col = 0, 0

# Fill the matrix with characters in a zigzag pattern

for i in range(len(plaintext)):

if row == 0 or row == key - 1:

dir\_down = not dir\_down # Change direction at the top or bottom

railFenceMat[row][col] = plaintext[i] + "\t"

col += 1

if dir\_down:

row += 1

else:

row -= 1

return railFenceMat

def encrypt(self, plaintext):

# Get the Rail Fence matrix for the given plaintext

railFenceMat = self.getRailFence(plaintext, self.key)

ciphertext = ""

# Read the matrix row by row to get the encrypted text

for i in range(self.key):

for j in range(len(plaintext)):

if railFenceMat[i][j] != "\t":

ciphertext += railFenceMat[i][j][0]

return ciphertext

def decrypt(self, ciphertext):

# Get the Rail Fence matrix for the given ciphertext

railfenceMat = self.getRailFence(ciphertext, self.key)

plaintext = ""

dir\_down = False

row = 0

col = 0

lookahead = 0

# Place the characters from the ciphertext back into the matrix

for i in range(self.key):

for j in range(len(ciphertext)):

if railfenceMat[i][j] != "\t":

railfenceMat[i][j] = ciphertext[lookahead] + "\t"

lookahead += 1

dir\_down = False

row = 0

col = 0

# Read the matrix in a zigzag pattern to decrypt the text

for j in range(len(ciphertext)):

if row == 0 or row == self.key - 1:

dir\_down = not dir\_down

if railfenceMat[row][col] != "\t":

plaintext += railfenceMat[row][col][0]

col += 1

if dir\_down:

row += 1

else:

row -= 1

return plaintext

class ImprovedRailFence:

def \_\_init\_\_(self, key):

self.key = key # Initialize the key

def setKey(self, key):

self.key = key

def getRailFence(self, plaintext, key):

# Create a matrix with 'key' rows and length of plaintext columns

railFenceMat = [["\t" for i in range(key)] for j in range(len(plaintext))]

phase\_value = 0

end = False

# Two Left To Right, then right to left

row, col = 0, 0

i = 0

while not end:

if phase\_value == 0: # Left to Right, Top to Bottom

for \_ in range(self.key):

railFenceMat[row][col] = plaintext[i] + "\t"

i += 1

if i == len(plaintext): # If all characters are placed

end = True

break

col = (col + 1) % self.key # Change the column

row += 1

phase\_value = (phase\_value + 1) % self.key # Change the phase value

elif phase\_value == 1: # Left to Right, Bottom to Top

for \_ in range(self.key):

railFenceMat[row][col] = plaintext[i] + "\t" # Place the character in the matrix

i += 1

if i == len(plaintext):

end = True

break

col = (col + 1) % self.key # Change the column

row += 1

phase\_value = (phase\_value + 1) % self.key # Change the phase value

elif phase\_value == 2: # Right to Left, Bottom to Top

for \_ in range(self.key):

col = self.key - 1

railFenceMat[row][col] = plaintext[i] + "\t"

i += 1

if i == len(plaintext):

end = True

break

col = (col - 1) % self.key

row += 1

phase\_value = (phase\_value + 1) % self.key

elif phase\_value == 3: # Right to Left, Top to Bottom

for \_ in range(self.key):

col = self.key - 1

railFenceMat[row][col] = plaintext[i] + "\t"

i += 1

if i == len(plaintext):

end = True

break

col = (col - 1) % self.key

row += 1

phase\_value = (phase\_value + 1) % self.key

return railFenceMat

def encrypt(self, plaintext):

railFenceMat = self.getRailFence(plaintext, self.key) # Get the Rail Fence matrix

random.seed(self.key) # Seed the random number generator

column\_order = list(range(self.key)) # Create a list of columns

random.shuffle(column\_order) # Shuffle the columns

cipher = ""

for col in column\_order: # Read the matrix column by column

for row in range(len(plaintext)): # Read the matrix row by row

if railFenceMat[row][col] != "\t": # If the character is not a placeholder

cipher += railFenceMat[row][col][0] # Append the character to the ciphertext

return cipher

def decrypt(self, ciphertext):

temp = "\*" \* len(ciphertext) # Create a string of '\*' characters

railFenceMat = self.getRailFence(temp, self.key) # Get the Rail Fence matrix

random.seed(self.key) # Seed the random number generator

column\_order = list(range(self.key)) # Create a list of columns

random.shuffle(column\_order) # Shuffle the columns

plaintext = "" # Initialize the plaintext

lookahead = 0 # Initialize the lookahead

for col in column\_order: # Read the matrix column by column

for row in range(len(ciphertext)): # Read the matrix row by row

if railFenceMat[row][col] == "\*\t": # If the character is a placeholder

railFenceMat[row][col] = ciphertext[lookahead] + "\t" # Replace the placeholder with the character

lookahead += 1

phase\_value = 0 # Initialize the phase value

end = False # Initialize the end flag

row, col = 0, 0 # Initialize the row and column

i = 0 # Initialize the index

while not end:

if phase\_value == 0: # Left to Right, Top to Bottom

for \_ in range(self.key):

plaintext += railFenceMat[row][col][0] # Append the character to the plaintext

i += 1

if i == len(ciphertext):

end = True

break

col = (col + 1) % self.key

row += 1

phase\_value = (phase\_value + 1) % self.key

elif phase\_value == 1: # Left to Right, Bottom to Top

for \_ in range(self.key):

plaintext += railFenceMat[row][col][0] # Append the character to the plaintext

i += 1

if i == len(ciphertext):

end = True

break

col = (col + 1) % self.key

row += 1

phase\_value = (phase\_value + 1) % self.key

elif phase\_value == 2: # Right to Left, Bottom to Top

for \_ in range(self.key):

col = self.key - 1

plaintext += railFenceMat[row][col][0] # Append the character to the plaintext

i += 1

if i == len(ciphertext):

end = True

break

col = (col - 1) % self.key

row += 1

phase\_value = (phase\_value + 1) % self.key

elif phase\_value == 3: # Right to Left, Top to Bottom

for \_ in range(self.key):

col = self.key - 1

plaintext += railFenceMat[row][col][0] # Append the character to the plaintext

i += 1

if i == len(ciphertext):

end = True

break

col = (col - 1) % self.key

row += 1

phase\_value = (phase\_value + 1) % self.key

return plaintext

# Example usage

rf = RailFence(3)

# Print the Rail Fence matrix for the given plaintext

print()

printMat(rf.getRailFence("HELLO", 3))

# Encrypt the plaintext

enc = rf.encrypt("HELLO")

print("\nEncrypted using Rail Fence: ", enc, end="\n") # Output the encrypted text

# Decrypt the ciphertext

dec = rf.decrypt(enc)

print("\nDecrypted using Rail Fence: ", dec, end="\n") # Output the decrypted text

imp = ImprovedRailFence(3) # Initialize the Improved Rail Fence object

print()

printMat(imp.getRailFence("HELLO", 3)) # Print the Rail Fence matrix for the given plaintext

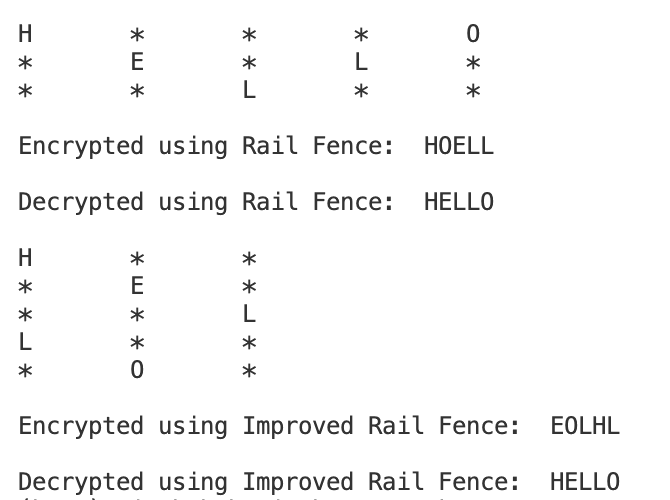
enc = imp.encrypt("HELLO") # Encrypt the plaintext

print("\nEncrypted using Improved Rail Fence: ", enc, end="\n") # Output the encrypted text

dec = imp.decrypt(enc) # Decrypt the ciphertext

print("\nDecrypted using Improved Rail Fence: ", dec, end="\n") # Output the decrypted text

**Output:**

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