



main.c



Run

Output

Clear

```
1 #include <stdio.h>
2 #include <stdint.h>
3
4 #define BLOCK_SIZE 8
5
6 // Permutation tables
7 int P10[] = {3, 5, 2, 7, 4, 10, 1, 9, 8, 6};
8 int P8[] = {6, 3, 7, 4, 8, 5, 10, 9};
9 int IP[] = {2, 6, 3, 1, 4, 8, 5, 7};
10 int IP_INV[] = {4, 1, 3, 5, 7, 2, 8, 6};
11 int EP[] = {4, 1, 2, 3, 2, 3, 4, 1};
12 int P4[] = {2, 4, 3, 1};
13
14 int S0[4][4] = {
15     {1, 0, 3, 2},
16     {3, 2, 1, 0},
17     {0, 2, 1, 3},
18     {3, 1, 3, 2}
```

```
Plaintext : 000000010000001000000100
Encrypted : 000000010000001000000100
Decrypted : 000000010000001000000100
```

```
=== Code Execution Successful ===
```

main.c

Run

Output

Clear

```
// 00000001 00000010 00000100
103 uint8_t ciphertext[3];
104 uint8_t decrypted[3];
105
106 // Encrypt
107 ctr_mode(plaintext, ciphertext, 3, counter,
108           k1, k2);
109 // Decrypt (same as encrypt in CTR)
110 ctr_mode(ciphertext, decrypted, 3, counter,
111           k1, k2);
112
113 print_bin("Plaintext ", plaintext, 3);
114 print_bin("Encrypted ", ciphertext, 3); //
115           Should be: 00111000 01001111 00110010
116 print_bin("Decrypted ", decrypted, 3);
117
118 return 0;
119 }
```

Plaintext : 0000000100000001000000100  
Encrypted : 0000000100000001000000100  
Decrypted : 0000000100000001000000100

=== Code Execution Successful ===