

main.c

Run

Output

Clear

```
1 #include <stdio.h>
2 #include <string.h>
3 #include <ctype.h>
4 #define MATRIX_SIZE 5
5 #define ALPHABET_SIZE 25
6 void create_playfair_matrix(const char *key,
   char matrix[MATRIX_SIZE][MATRIX_SIZE]) {
7     int used[26] = {0};
8     int k = 0;
9     for (int i = 0; key[i] != '\0'; i++) {
10         char ch = toupper(key[i]);
11         if (ch == 'J') ch = 'I';
12         if (ch >= 'A' && ch <= 'Z' && !used[ch -
            'A']) {
13             matrix[k / MATRIX_SIZE][k %
                MATRIX_SIZE] = ch;
14             used[ch - 'A'] = 1;
15             k++;
        }
```

Playfair Cipher Matrix:

M F H I K

U N O P Q

Z V X Y E

L A R G D

S T B C W

Plaintext: Must see you over Cadogan West. Coming at  
once.

Ciphertext: UZTBWZZEPNXXDTGRQDRQTZWBWUHFDRBNPTZY

=== Code Execution Successful ===

main.c

```
23 }
24 }
25 void prepare_message(const char *message, char
    *prepared_message) {
26     int j = 0;
27     for (int i = 0; message[i] != '\0'; i++) {
28         char ch = toupper(message[i]);
29         if (ch == 'J') ch = 'I'; // Treat I and
            J as the same letter
30         if (ch >= 'A' && ch <= 'Z') {
31             prepared_message[j++] = ch;
32         }
33     }
34     if (j % 2 != 0) {
35         prepared_message[j++] = 'X';
36     }
37     prepared_message[j] = '\0';
38 }
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```
50 * void playfair_encrypt(const char *message, char
    *ciphertext, char
    matrix[MATRIX_SIZE][MATRIX_SIZE]) {
51     int i = 0;
52 * while (message[i] != '\0') {
53         char first = message[i++];
54         char second = message[i++];
55         int row1, col1, row2, col2;
56         find_position(first, matrix, &row1,
            &col1);
57         find_position(second, matrix, &row2,
            &col2);
58 * if (row1 == row2) {
59             ciphertext[i - 2] = matrix[row1][
                (col1 + 1) % MATRIX_SIZE];
60             ciphertext[i - 1] = matrix[row2][
                (col2 + 1) % MATRIX_SIZE];
61 * } else if (col1 == col2) {
```

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main.c

```
70 int main() {
71     const char *key = "MFHIKUNOPQZVXYELARGDSTBC"
72     ;
73     char matrix[MATRIX_SIZE][MATRIX_SIZE];
74     create_playfair_matrix(key, matrix);
75     printf("Playfair Cipher Matrix:\n");
76     for (int i = 0; i < MATRIX_SIZE; i++) {
77         for (int j = 0; j < MATRIX_SIZE; j++) {
78             printf("%c ", matrix[i][j]);
79         }
80         printf("\n");
81     }
82     const char *plaintext = "Must see you over
83     Cadogan West. Coming at once.";
84     char prepared_message[100];
85     prepare_message(plaintext, prepared_message);
86     char ciphertext[strlen(prepared_message) +
```

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Ciphertext: UZTBWZZEPNXXDTGRQDRQTZWBWUHFDPDRBNPTZY

=== Code Execution Successful ===

main.c

```
77     printf("%c ", matrix[i][j]);
78 }
79 printf("\n");
80 }
81 const char *plaintext = "Must see you over
    Cadogan West. Coming at once.";
82 char prepared_message[100];
83 prepare_message(plaintext, prepared_message
    );
84 char ciphertext[strlen(prepared_message) +
    1];
85 playfair_encrypt(prepared_message,
    ciphertext, matrix);
86 printf("Plaintext: %s\n", plaintext);
87 printf("Ciphertext: %s\n", ciphertext);
88
89 return 0;
90 }
```

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```
Playfair Cipher Matrix:
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Z V X Y E
L A R G D
S T B C W
Plaintext: Must see you over Cadogan West. Coming at
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Ciphertext: UZTBWZZEPNXXDTGRQDRQTZWBWUHFDPDRBNPTZY
```

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