EXP NO:5 DATE:

#### **DIFFIE-HELLMAN KEY EXCHANGE**

**Aim:**To implement Diffie-Hellman key exchange using C.

### Algorithm:

- Step 1: Choose a large prime number P and a primitive root modulo (P), denoted as (G). Both parties agree on these values.
- Step 2: Alice chooses a private key (a), while Bob chooses a private key (b). These private keys are kept secret.
- Step 3: Alice calculates her public key (x) using ( $x = G^a \mod P$ ), and Bob calculates his public key (y) using ( $y = G^b \mod P$ ).
- Step 4: Alice sends her public key (x) to Bob, and Bob sends his public key (y) to Alice.
- Step 5: Using the received public keys, Alice computes the secret key ( ka ) using ( ka = y^a mod P ), and Bob computes the secret key ( kb ) using ( kb = x^b mod P ).
- Step 6: Both Alice and Bob now have the same shared secret key.
- Step 7: They can now communicate securely using the shared secret key for encryption and decryption.
- Step 8: The security of the Diffie-Hellman Key Exchange relies on the difficulty of calculating discrete logarithms in finite fields.

# **Program:**

```
#include <math.h>
#include <stdio.h>
long long int power(long long int a, long long int b,long long int P)
{
    if (b == 1)
        return a;
    else
        return (((long long int)pow(a, b)) % P);
```

```
int main()
      long long int P, G, x, a, y, b, ka, kb;
      P = 23:
      printf("The value of P : %lld\n", P);
      G = 9;
printf("The value of G: \%lld\n', G); a = 4;
      printf("The private key a for Alice: %lld\n", a);
      = power(G, a, P);
X
      b = 3;
      printf("The private key b for Bob : %lld\n\n", b);
      = power(G, b, P);
y
      ka = power(y, a, P);
      kb = power(x, b, P);
      printf("Secret key for the Alice is: %lld\n", ka);
printf("Secret Key for the Bob is: %lld\n", kb); return 0;
```

# **Output:**

```
The value of P : 21
The value of G : 7

The private key a for Alice : 3
The private key b for Bob : 3

Secret key for the Alice is : 7
Secret Key for the Bob is : 7

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

#### **Result:**