## Algorithm 1 Gambar Fungsi Main

```
1: function MAIN
        T \leftarrow INPUT
 2:
       while T \neq 0 do
 3:
            T = T - 1
 4:
            m \leftarrow input
                                                                          ⊳ masukkan batas atas dari kunci
 5:
            message[\ ] \leftarrow input
                                                                                         \triangleright masukkan plaintext
 6:
            cipher[\ ] \leftarrow input
                                                                                        \trianglerightmasukkan ciphertext
 7:
            SOLVE(message, chiper, m)
 8:
        end while
9:
10: end function
```

## Algorithm 2 Gambar Fungsi SOLVE

```
1: function SOLVE(message,chiper,m)
       counter \ diketahui \leftarrow 0
2:
       counter\_yang\_ingin\_diketahui \leftarrow 0
3:
4:
       diketahui[]
       Selisih_diketahui[]
5:
       ingin_diketahui[]
6:
7:
       Key[]
       for i = 0 to message[i] \neq 0; i+=1 do
8:
9:
          if message[i] \neq' *' dan \ cipher[i] \neq' *' then
              diketahui[counter \ diketahui] = i
10:
              Selisih\_diketahui[i] = (message[i] - cipher[i] + 26)\%26
11:
              counter \ diketahui = counter \ diketahui + 1
12:
          else if message[i] = '*' dan \ cipher[i] \neq '*' then
13:
              ingin \ diketahui[counter \ yang \ ingin \ diketahui] = i
14:
              counter yang ingin diketahui + 1
15:
          end if
16:
       end for
17:
       m = min(m, panjang\ message)
18:
       for n = \frac{m}{2} + 1 to n \le m; n + 1 = 1 do
19:
          if VALIDITY(Key, counter\_diketahui, diketahui, Selisih\_diketahui, n) =
20:
   then
21:
              counter \leftarrow 0
              while counter \neq sizeof(ingin \ diketahui) do
22:
                 if Key[ingin\_diketahui[counter]\%n] = null then
23:
                     message[ingin \ diketahui[counter]] = '*'
24:
                     remove element index i in ingin diketahui
25:
                 else if message[ingin \ diketahui[counter]] = '*' then
26:
                     message[ingin\ diketahui[counter]] = (ciphertext[ingin\ diketahui[counter]] -
27:
   Key[ingin\_diketahui[counter] + 26)\%26
28:
                     counter = counter + 1
                                if
                                             message[ingin\_diketahui[counter]]
                 else
29:
    (ciphertext[ingin\_diketahui[counter]] - Key[ingin\_diketahui[counter] + 26) \%26) then
                     message[ingin\_diketahui[counter]] = '*'
30:
                     remove element index i in ingin diketahui
31:
32:
                 else
                     counter = counter + 1
33:
34:
                 end if
              end while
35:
          end if
36:
       end for
37:
38: end function
```

## Algorithm 3 Gambar Fungsi VALIDITY

```
1: function VALIDITY(Key,counter_diketahui,diketahui,Selisih_diketahui,n)
      Intialize(Key, -1)
3:
      for i = 0 to i < counter\_diketahui; i+=1 do
         temp = diketahui[i]
4:
         if Key[temp\%n] = -1 then
5:
             Key[temp\%n] = Selisih\_diketahui[temp]
6:
         else if Key[temp\%n] \neq Selisih\_diketahui[temp] then return False
7:
         end if
8:
      end for
9:
      return True
10:
11: end function
```