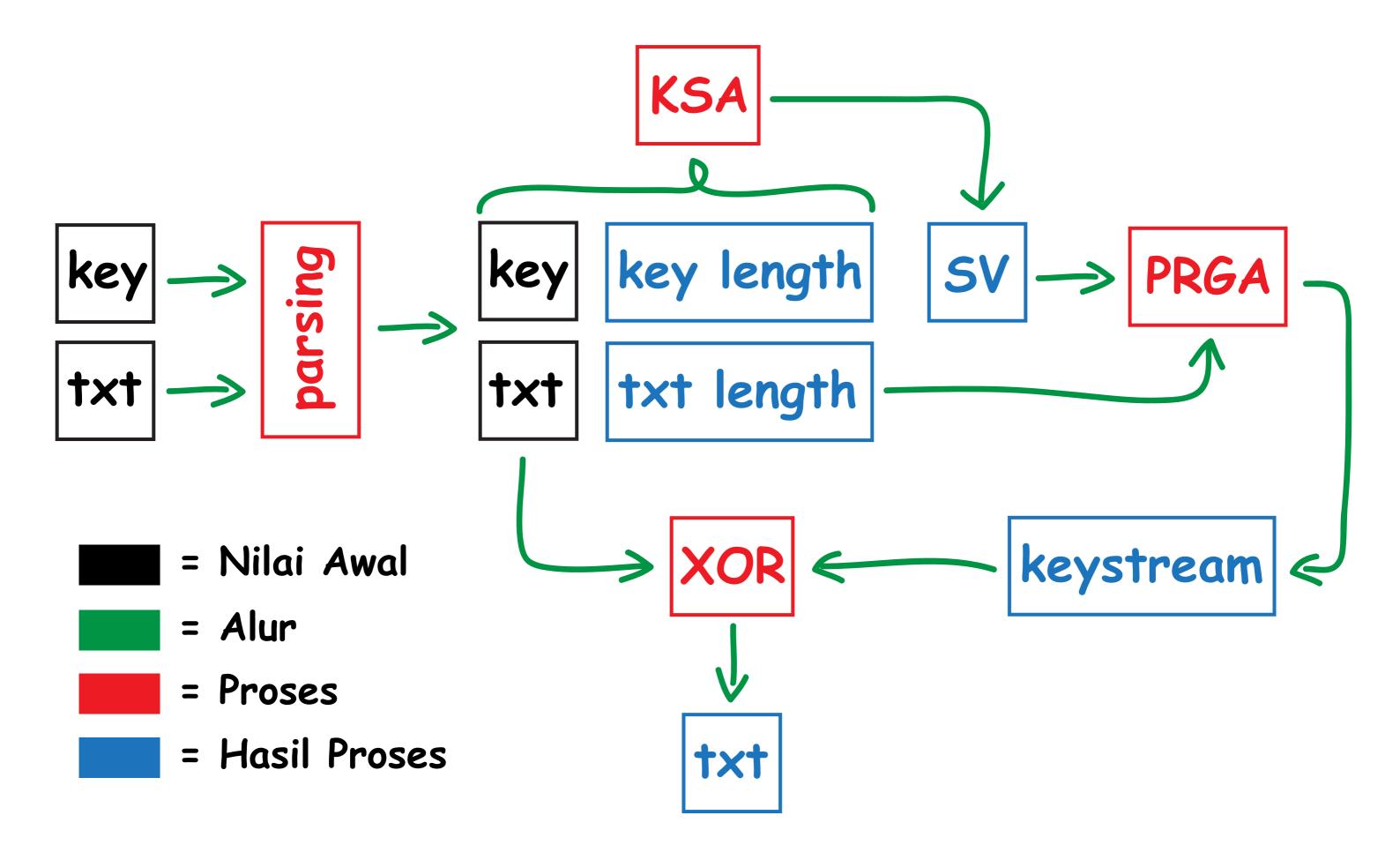
## RC4 Algorithm (Stream Cipher)



## Key Scheduling Algorithm (KSA)

$$J = 0$$
  
SV = {SV[I]=I | I=0,1,...256-1}

karakter di ubah ke ASCII Code (misal: A=65, Z=90)

$$SV = \sum_{i=0}^{256-1} \{J=(J+SV[I]+key[I \% key_length]) \% 256$$

$$SV[I],SV[J] = SV[J],SV[I]$$

$$SV \text{ adalah State Vector}$$

```
kenapa 256?.

1 byte = 8 bits \rightarrow 2^8 = 256

\begin{array}{c}
        \text{range dari} \\
            000000000(2) = 0(10) \\
            sampai \\
            111111111(2) = 255(10)
\end{array}
```

## Pseudo-random Generation Algorithm (PRGA)

$$J = 0; X = 0;$$

K adalah Keystream

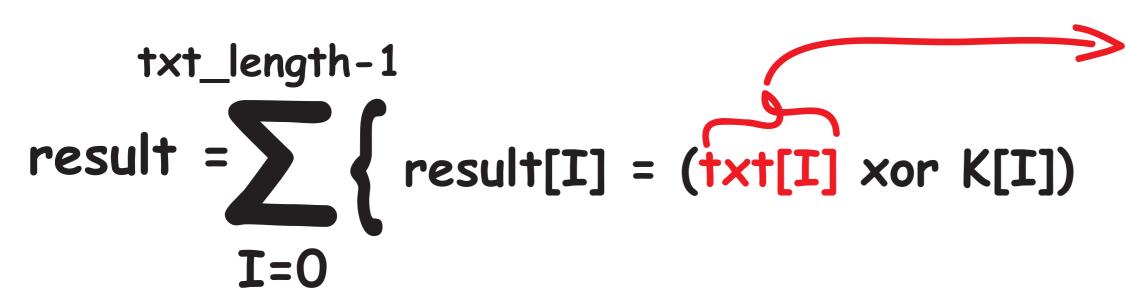
$$K = \sum_{I=0}^{+} X=(X + 1) \% 256$$

$$J=(J + SV[X]) \% 256$$

$$SV[X],SV[J] = SV[J],SV[X]$$

$$K[I] = SV[SV[X] + SV[J] \% 256]$$

## langkah terakhir -nya



karakter di ubah ke ASCII Code (misal: A=65, Z=90)