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1  /*****
2  *   FILE: keyEligible.c
3  *   AUTHOR: Connor Beardsmore - 15504319
4  *   UNIT: FCC200
5  *   PURPOSE: Check the eligibility of keys a and b
6  *   LAST MOD: 28/03/17
7  *   REQUIRES: keyEligible.h
8  *****/
9
10 #include "keyEligible.h"
11
12 //-----
13 // FUNCTION: keyEligible
14 // IMPORT: a (int), b (int)
15 // EXPORT: eligible (int)
16 // PURPOSE: Check that the two given keys are eligible via coprime check
17
18 int keyEligible( int a, int b, int alphabet )
19 {
20     int eligible = 1;
21
22     // a must be positive and less than the alphabet (26)
23     if ( ( a < 0 ) || ( b > ( alphabet - 1 ) ) )
24         eligible = 0;
25     // a must be coprime to the alphabet length (26)
26     if ( gcdFunction( a, alphabet ) != 1 )
27         eligible = 0;
28     // b must be positive and less than the alphabet (26)
29     if ( ( b < 0 ) || ( b > ( alphabet - 1 ) ) )
30         eligible = 0;
31     return eligible;
32 }
33
34 //-----
35 // FUNCTION: gcd
36 // IMPORT: a (int), b (int)
37 // PURPOSE: Find greatest common denominator of 2 numbers
38
39 int gcdFunction( int a, int b )
40 {
41     int quotient, residue, temp, gcd = 1;
42     // SWAP ELEMENTS TO GET THE MAX
43     if ( a < b )
44     {
45         temp = a;
46         a = b;
47         b = temp;
48     }
49     // CHECK IF EITHER NUMBER IS 0
50     if ( a == 0 ) return b;
51     if ( b == 0 ) return a;
52     // SATISFY THE EQUATION: A = B * quotient + residue
53     quotient = a / b;
54     residue = a - ( b * quotient );
55     // RECURSIVELY CALL GCD
56     gcd = gcdFunction( b, residue );
57     return gcd;
58 }
59
60 //-----
61 // FUNCTION: extendEuclid
62 // IMPORT: a (int), n (int)
63 // PURPOSE: Extended Euclidean algorithm to find inverse modular
64
65 int extendEuclid( int a, int n )
66 {
67     int t = 0, newt = 1;
68     int r = n, newr = a;
69     int q = 0, temp = 0;
70
71     // IF GCD IS NOT 1 THEN NO COPRIME EXISTS
72     if ( gcdFunction( a, n ) != 1 )

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73     return -1;
74
75     // PERFORM EXTENDED EUCLIDEAN
76     while ( newr != 0 )
77     {
78         q = r / newr;
79         temp = t;
80         t = newt;
81         newt = temp - ( q * newt );
82         temp = r;
83         r = newr;
84         newr = temp - ( q * newr );
85     }
86
87     // MAKE SURE T IS NOT NEGATIVE
88     if ( t < 0 )
89         t = t + n;
90
91     return t;
92 }
93
94 //-----
95
```