## Lab-04

AIM: - Write a pragrum to implement

1. Square and Multiply tunetion

2. RSA algorithm.

1) Square and Multiply function

thincludes bits/stacttih) using namespace std;

int square And MultiPly (int q, int b, int n)

int Z = 1; bit set < 16) b - (b); 11 convert to binary. string binary = b-. to-string();

for (int i=0; i < binury, length(); ++i)

7 = (z \* z) ·/· n;

it ( binum [i] = = 11')
2 = (Z\*a) 1. n;

return Z;

```
int main ()
   int a, b, mission
    cin77a77b77n;
   cout << " a mod n: " << squre And multiply (a, b, n);
Jetum o', 11+2 man mai
              out put
19 5 119 ab mod n: 66
           ab mod n 19
66.77 119
             ab mod n .: 84
56 24 119
27 RSA algorithm
# include < bits / stac++: h7
using numespace sta;
bool is Prime ( int num)
  it ( nym <= 1)
return tulse;
```

```
tos (int i=2; i < = sqst (num); ++i)
     it( num 1. i = = 0)
        return fulse;
   return true;
vectors int > key Generation (int p, mtq)
   int Phi, mie,d;
    vectors inty keys;
    Phi = (P-1) * (9-1);
    n = P * 9',
    forcinti=2; i< Phi; +fi) |gcd=
         it (multiplicative Inverse (i, Phi) =-1)
         break;
   d= multiplicative Inverse (e, Phi); 11 private
   Keys. Push-buck (e)
   Keys. Plish-back (n);
  Keys Push-buck (d);
   return keys;
```

```
int encouption ( int msg, inte, int n)
    int cipher;
    cipher = square And multiply (mss, e,n);
   return cirher;
Int decryption (int cipher, int d, int n)
( pan genilos)
  int may;
   msg = squareAndinultiply (cipher, d, n).
   return msg;
int main()
 ( Phi + 119 )
  int P,9,e,d,n;
  cout << " Please enter Two numbers: ",
  cm>> P>79's
  vector m+> keys;
  Keys = key beneration ( P,4);
  e = Keys[0].
  d = Keys[2];
  n = Keys[1];
  int msg, cirher; med des in
   cout << "Enter your many! "
   cm>>msg;
```

coutex "Encrypted mgg:" << cither = encryption (msg, e,n) << endl;

cout << "Derrypted msg:"
<< decryption( cipher, d, n) << end;

return o'

Input	out put
	Enougeted Mg: 66
Pleuse enter Two numbers: 7,17 Enter your msg: 19	Decrypted msg: 19