Assignment #5 Message Encryption/Decryption

Develop the MASM Assembly source code required to solve the following problem.

Problem

Develop a MASM assembly program that uses symmetric encryption, a process by which the same key is used for both encryption and decryption, to encrypt or decrypt a message using a given key. Your application should request the user to enter a message (encrypted or decrypted) and then it should request the user enter a string that represents the key. The application will then use this key to encrypt/decrypt the plaintext message by XORing each character of the key against a corresponding byte in the message. Repeat the key as many times as necessary until all plain text bytes are translated.

Example:

If the user entered the plain text message of "CS 2350!" and a key of "abc", then this is how the key would align with the plain text bytes:

Plain Text:	С	S		2	3	5	0	!	
Key:	а	b	С	а	b	С	а	b	С
Result:	"	1	С	S	Q	٧	Q	С	

Assignment Guidelines

- 1) Your program must accept the "Input Message" and "Key" as input from the keyboard.
- 2) Your solution must print out your Name and R Number as the first line of output from your program. This will be considered part of your program's "Correctness".
 - a. Keep in mind the example input/output below does not show this line.
- 3) You should use the symmetric encryption program from Section 6.2.4 of your book as a starting point.
- 4) You may not make use of any assembly instructions or concepts we have not yet covered in class.
- 5) You may not make use of conditional control flow directives.
- 6) You should assume the following:
 - a. The Input Message, Key and Resulting String will only contain ASCII characters.
 - b. The Input Message and Resulting String will never be longer than 500 bytes.
 - c. The Key will never be longer than 20 bytes.

Solution Layout

Your MASM assembly source code should have the following elements in this order:

- 1) Your name, the date, and the assignment commented along the top.
- 2) A comment giving a brief description of the problem.
- 3) A comment laying out the algorithm/pseudocode/methodology you used to solve the problem.
- 4) Your commented MASM source code.

What to turn in to BlackBoard

A 'zip' file named "assignment_5.zip" that contains the following:

- Your .asm source code file
- A copy of the completed executable

Example Input/Output

