



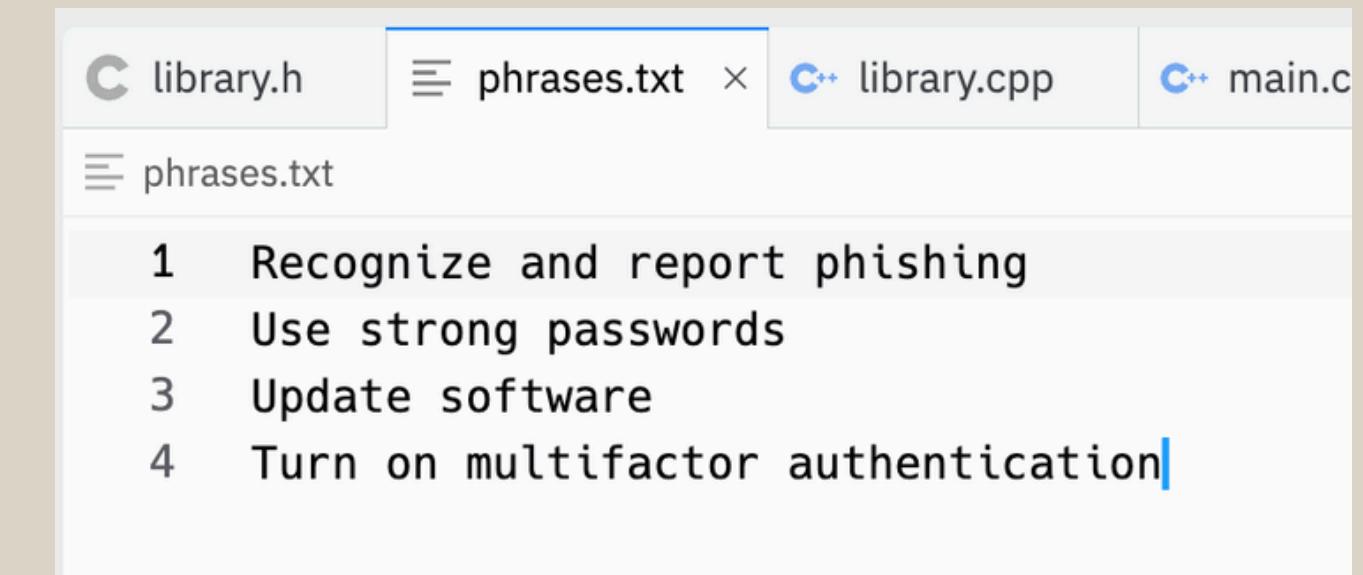
Encryption Orchestra

 ***Algorithm Angels*** 

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Messages to Encrypt

1. Recognize and report phishing
2. Use strong passwords
3. Update software
4. Turn on multifactor authentication



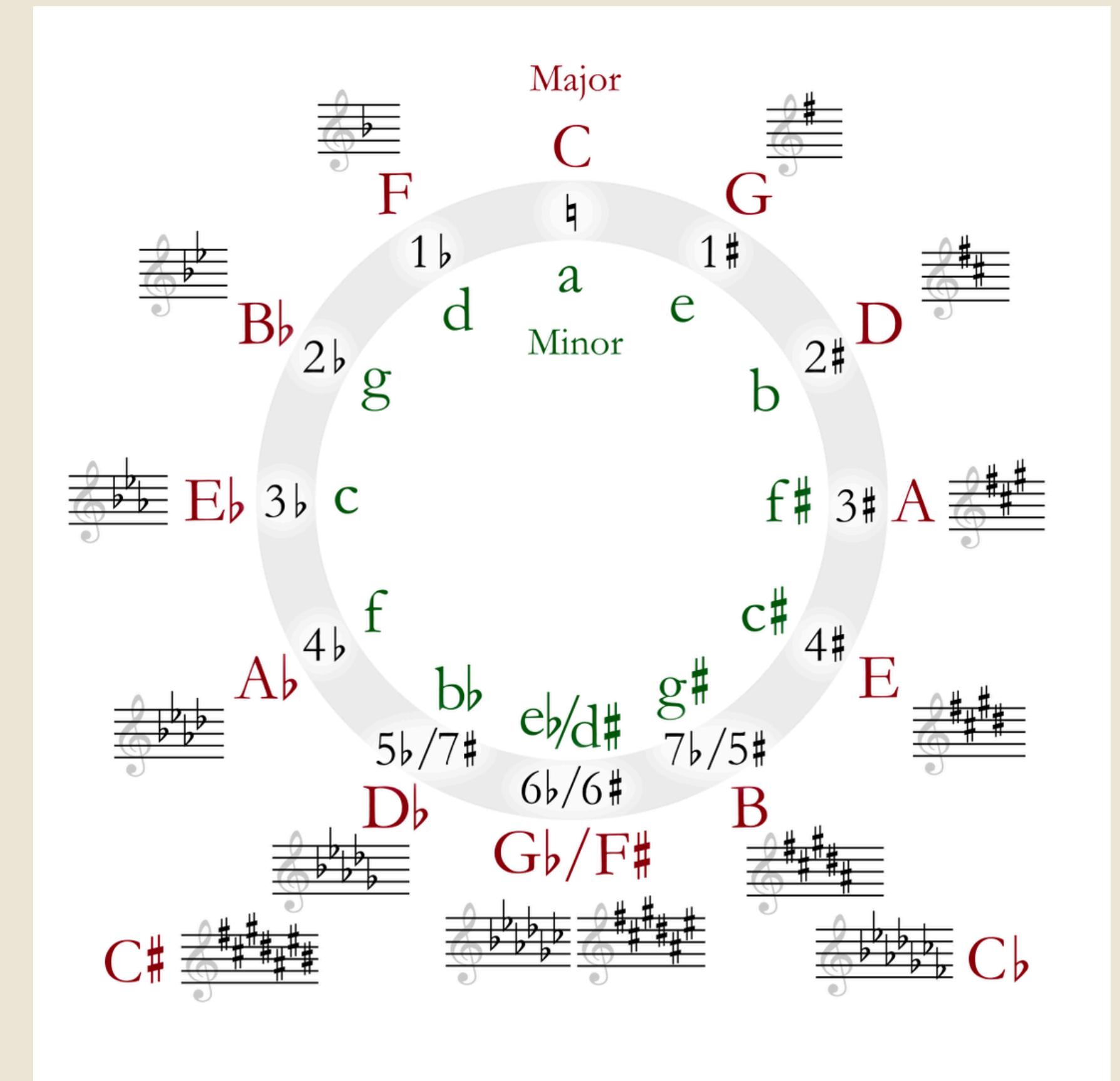
A screenshot of a code editor window titled "phrases.txt". The window shows a list of four items, each preceded by a number from 1 to 4. The numbers are bolded, and the entire list is enclosed in a light gray box.

```
library.h phrases.txt library.cpp main.c  
phrases.txt  
1 Recognize and report phishing  
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```

Encryption Rules

1. Accidentals (flats or sharps) will depend on the first letter of the phrase
 - a. if the first letter of the first word in the phrase starts with the letters: A, B, C, D, E, F, G, H, I, J, K, L, M --> it will use flats
 - b. if the first letter of the first word in the phrase starts with the letters: N, O, P, Q, R, S, T, U, V, W, X, Y, Z --> it will use sharps
2. The number of words in each phrase will determine the number of accidentals in the key signature
 - a. if a phrase has 2 total words, it will have 2 accidentals
3. The alphabet will be repeated with each note representing a musical note A-G
 - a. varying based on its placement in the alphabet
4. Each space will represent a rest

Key Signature Circle



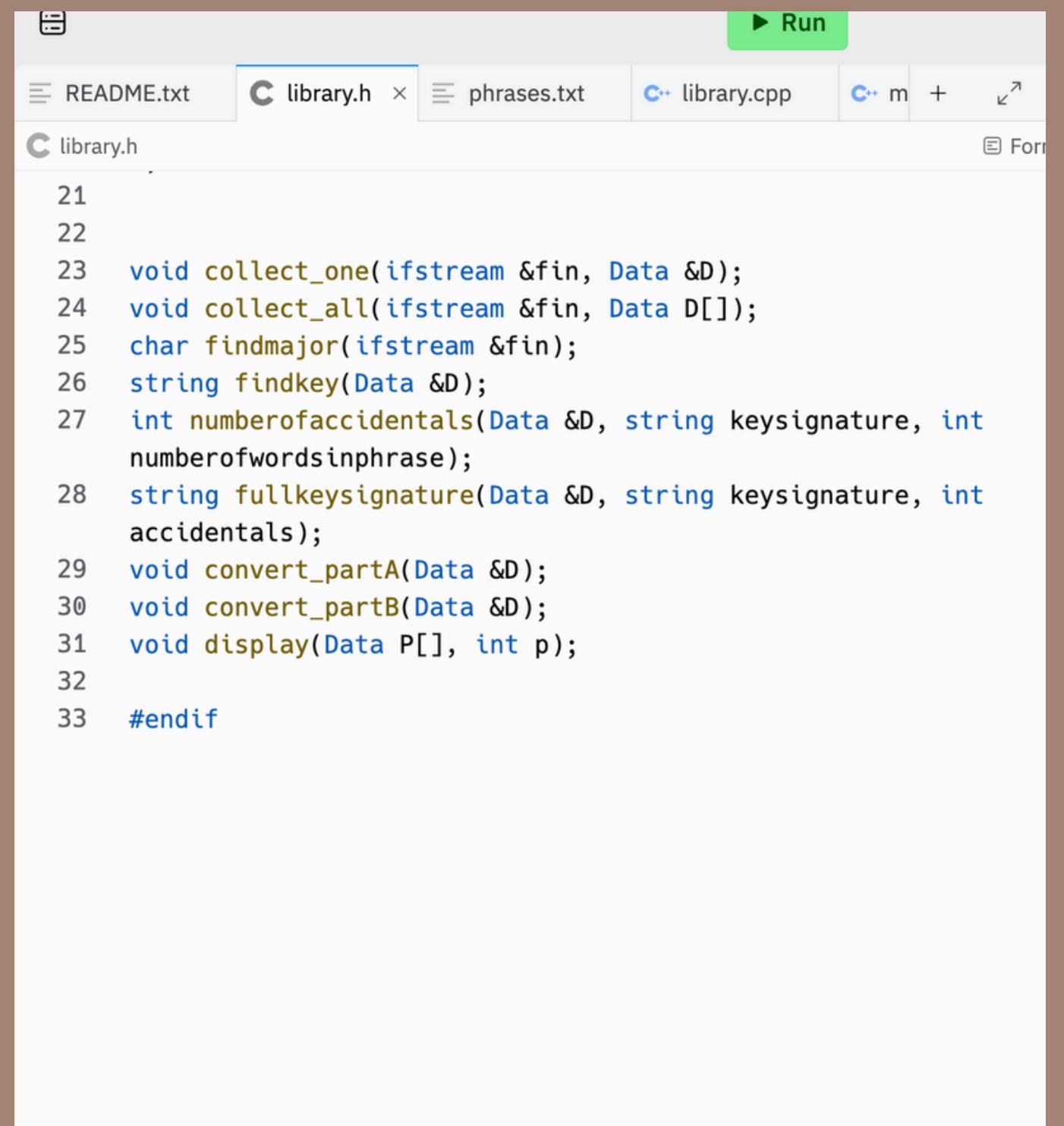
Code

```
using namespace std;

// collect one finds put the sentence into an array.
it finds the number
// of words in the array, and the first letter of the

int num_rows;
void collect_one(ifstream &fin, Data &D) {
    string sentence, key;
    getline(fin, sentence, '.');
    D.length = sentence.length();
    for (int i = 0; i < sentence.length(); i++) {
        fin >> D.sentence[i];
    }
    for (int i = 0; i < sentence.length(); i++) {
        if (D.sentence[i] == " ") {
            D.number_of_words++;
        }
    } // end of for
    D.firstletter = D.sentence[0].
```

```
20     D.number_of_words++;
21 }
22 } // end of for
23 D.firstletter = D.sentence[0];
24     key=findkey(D);
25     numberofaccidentals(D,key,D.number_of_words);
26     fullkeysignature(D, D.major, D.accidentals);
27
28
29
30
31
32
33
34
35
36     convert_partA(D);
37     convert_partB(D);
38 } // end of collect_one
39
40 void collect_all(ifstream &fin, Data D[]) {
41     num_rows = 0;
42     while (num_rows < MAX) {
43         collect_one(fin, D[num_rows]);
44         num_rows++;
45     } // while not at the end of file, end of while
46 } // end of collect all
47
48 string findkey(Data &D) {
49     string firstletter = D.firstletter;
50     bool flats = false;
51     bool sharps = false;
52     string answer;
53
54     if (firstletter == "A" || firstletter == "B" ||
55         firstletter == "C" ||
56         firstletter == "D" || firstletter == "E" ||
57         firstletter == "F" ||
58         firstletter == "G" || firstletter == "H" ||
59         firstletter == "I" ||
60         firstletter == "J" || firstletter == "K" ||
61         firstletter == "L" ||
62         firstletter == "M") {
63         flats = true;
64         sharps = false;
65     } else {
66         flats = false;
67         sharps = true;
68     }
69
70     if( flats ==true){
71         answer = "flats";
72     }else{
73         answer = "sharps";
74     }
75     // this finds whether or not the key signature is flats
76     // or sharps
77     // once we find this, we will return it and use this to
78     // find the overall key
79     // signature
80     return answer;
81 }
```



```
► Run
```

```
library.h
```

```
21
22
23 void collect_one(ifstream &fin, Data &D);
24 void collect_all(ifstream &fin, Data D[]);
25 char findmajor(ifstream &fin);
26 string findkey(Data &D);
27 int numberofaccidentals(Data &D, string keysignature, int
    numberofwordsinphrase);
28 string fullkeysignature(Data &D, string keysignature, int
    accidentals);
29 void convert_partA(Data &D);
30 void convert_partB(Data &D);
31 void display(Data P[], int p);
32
33 #endif
```

```
library.h
```

```
1 ifndef LIBRARY_H
2 define LIBRARY_H
3 include <iomanip>
4 include <iostream>
5 include <fstream>
6
7 using namespace std;
8
9
10 const int MAX= 900;
11 struct Data{
12     string sentence[MAX];
13     string firstletter;
14     string major;
15     int number_of_words=0;
16     int length;
17     string length_of_note[MAX];
18     string note[MAX];
19     int accidentals;
20 };
21
22
23 void collect_one(ifstream &fin, Data &D);
24 void collect_all(ifstream &fin, Data D[]);
25 char findmajor(ifstream &fin);
26 string findkey(Data &D);
```

Ln 1, Col 1 • Spaces: 2

```

155
156 void convert_partA(Data &D) {
157     for (int i = 0; i < D.length; i++) {
158         if (((D.sentence[i] >= "a") && (D.sentence[i] <= "g"))
159             ||
160             ((D.sentence[i] >= "A") && (D.sentence[i] <= "G")))
161         {
162             D.length_of_note[i] = "quater note";
163             } else if (((D.sentence[i] >= "h") && (D.sentence[i] <=
164             "n")) ||
165             ((D.sentence[i] >= "H") && (D.sentence[i] <=
166             "N")))
167             {
168                 D.length_of_note[i] = "eighth note";
169                 } else if (((D.sentence[i] >= "o") && (D.sentence[i] <=
170                 "u")) ||
171                 ((D.sentence[i] >= "0") && (D.sentence[i] <=
172                 "U")))
173                 {
174                     D.length_of_note[i] = "sixteenth note";
175                     } else if (((D.sentence[i] == "v") || (D.sentence[i] ==
176                     "z")) ||
177                     ((D.sentence[i] == "V") || (D.sentence[i] ==
178                     "Z")))
179                     {
180                         D.length_of_note[i] = "thirty second note";
181                         } else { // if the letter is a space, it is a rest
182                             D.length_of_note[i] = "rest";
183                         }
184                     }
185
186 void convert_partB(Data &D) {
187     for (int i = 0; i < D.length; i++) {

```

```

227             (D.major == "B major") || (D.major == "F#
228             major") ||
229             (D.major == "C# major")) {
230                 D.note[i] = "D#";
231             } else {
232                 D.note[i] = "D";
233             }
234             } else if ((D.sentence[i] == "e") || (D.sentence[i] ==
235             "E") ||
236             (D.sentence[i] == "l") || (D.sentence[i] ==
237             "L") ||
238             (D.sentence[i] == "s") || (D.sentence[i] ==
239             "S")) {
240                 if ((D.major == "Eb major") || (D.major == "Ab
241             major") ||
242                 (D.major == "Db major") || (D.major == "Gb
243             major") ||
244                 (D.major == "Cb major")) {
245                     D.note[i] = "Eb";
246                     } else if ((D.major == "E major") || (D.major == "B
247             major") ||
248                 (D.major == "F# major") || (D.major == "C#
249             major")) {
250                     D.note[i] = "E#";
251                     } else {
252                         D.note[i] = "E";
253                     }
254                     } else if ((D.sentence[i] == "f") || (D.sentence[i] ==
255                     "F") ||
256                     (D.sentence[i] == "m") || (D.sentence[i] ==
257                     "M"))

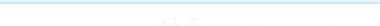
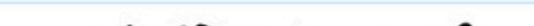
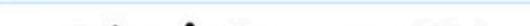
```

update software

↳ U = sharp

↳ 2 words in the phrase: 2 accidentals
2 sharps = D major

a b c d e f g h i j k l m n o p q r s t u v w x y z
a b c d e f g a b c d e f g a b c d e f g a b c d e



quarantine eighth note sixteenth note thirty-second note

Use strong passwords

a c e c f d a g g b a c c b a d d e
1/16 1/8 1/2 rest 1/8 1/8 1/8 1/16 1/2 8th 1/2 1/8 1/16 1/8 1/8 1/8

u p d a t e ↴ s o f + w a r e
a b d a f e e a f f b a d c
16 14 12 11 10 13 15 17 18 19

+ u r n w o n w m u l t i f a c t o r s a u + h e n t i c a + i o n
f a d g a q f a e f b f a c c q d a q c a e g f b e a f a g
1/4 1/8 1/8 1/4 1/8 1/4 1/4 1/2 1/4 1/4 1/2 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4

create music.

Encryption Orchestra

(Subtitle)

(Lyricist)

Algorithm Angels

$\text{♩} = 120$

Piano

Cello

4

Pno.

Vc.

8

Pno.

Vc.





2

11

Pno. {

Vc.

15

Pno. {

Vc.

18

Pno. {

Vc.

Musical score for piano and cello. The score consists of three systems of music. System 1 (measures 11-12) shows the piano playing eighth-note patterns and the cello resting. System 2 (measures 15-16) shows the piano playing eighth-note patterns and the cello resting. System 3 (measures 18-19) shows the piano playing eighth-note patterns and the cello resting.



Encryption Orchestra

Thank You For
Listening

