Program Playfair Matrix 10

#include <stdio.h>

#define SIZE 5

void printPlayfairMatrix(char playfairMatrix[SIZE][SIZE]) {

for (int i = 0; i < SIZE; i++) {

for (int j = 0; j < SIZE; j++) {

printf("%c ", playfairMatrix[i][j]);

}

printf("\n");

}

}

int main() {

char playfairMatrix[SIZE][SIZE] = {

{'M', 'F', 'H', 'I', 'K'},

{'U', 'N', 'O', 'P', 'Q'},

{'Z', 'V', 'W', 'X', 'Y'},

{'E', 'L', 'A', 'R', 'G'},

{'D', 'S', 'T', 'B', 'C'}

};

printf("Playfair Matrix:\n");

printPlayfairMatrix(playfairMatrix);

return 0;

}

Output;

