Thom	
Array S=[115, 213, 7, 191, 50 174,71, 77,8,	··· , 20 , 6, 72, 23, -·· , 54, 4, 56, 57, ·· , 70, 2, 72, 72, 73, -·· ,
76.7.78,79, 114.0, 116,117	., 173, 5, 175, 176,, 190, 3, 192, 193,, 212, 1, 214, 215,
253, 254, 255]	F = C
	(3) 01 0 "+ what 759
Iterosi 1 Plaintext = 2056, S=1	115,213,71,191,65,174,24,77] to bow (1+1)=1
1=0	:(24) mid 256
3 - 0	~
For Index =0 to length (P) -1	125 PM (1145 + F) = 7
-6 to (4)-1 = 0 to 3	JIS DOW (E) =
1 = (0+1) mod 256	= ( 1 + 191) mad est = 262 mad est
-1	3=
J = (] + S[1]) may sap	SWOP SETT SETT : SETT
= (0 + 213) mod 256	4 = (8 [3] + SIG (1) MOH 256
-213	= ( B + P ) mag 526
(Ci), SCJ] = SCI], J[u3]	/ Jos ban F.F :
S&= 214	<b>€</b>
U= 5 [214]	[06]2:0
(=214 + P[0]	7 0 0 1
= 214 8 2	10 11 00 10 -
- 11010110	⊕ 10101100
00110010 8	x = 021 = 000/11/10
11100100 - 228 = 1	
	Uzros 4
Heros: 2	<b>6</b> )
1-1	U - S[%]
J= 213	- rijg @ u -
For Inda: 0 to (3)	< 99 ⊕ ○
1. (it1) mod 20b	=0 1000
= (1+1) mag 528	0 000 1100
· 2	* DI 010011 = 83 = S
1 - (i + S[i]) mod 256	
-(213 45D]) mod 256	The second secon
- (213+71) mod 256	
) < 284 was 256	
= 78	
Smap S[]. S[]: S[2]. S[28]	
4 = (S[2) + S[28]) mod 206	
t = (28 +71) mod 256	
= 99 Wol 256 = 99	
(Sharp)	
(Struck)	

Herosi 3
1 = 2
2=58
for ludex - 21-0 (3)
i=(iti)mog su
=(2H) mod 256
*3
5= (3 + SCI) mad 286
-(28 + S[3]) mod 256
= (28 + 191) and 276 = 219 mod 276
: 20
Swap S Fiz. S[3]: S [3]. S [219]
+= (S[3] + S[219]) mad 20%
~ (191 + 219) mod 206
-410 mod 256
== Ed
a - 8 fierd
= (E4 D E
1.00110165
D 0 (10101 ⊕
10101111 = 45 =
N. ace I.
Heras: 4
1=3 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
3=219 - 73 06
Por rudx: 0 to (3) 0100 1001
1=(i+1)md 256 00110110 @
-(3+1) may 256 0111111 = 127 =
The second secon
1-(3+5D) mod cre
-(20 + 55) mod 256 -(20 + 55) mod 256
= 274 mod erg
sign wood city
Swap. S [i]. S[1]. S [i8] wad 206
-(22 + 18) mag 200
= 73 mod 200
= 13 mod 120
. 17
(SINAI)