Team DYLO’s Vigenere Cipher Project

**Team Name**: DYLO

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**Project Information and Details**:

In this project, my team implemented the Vigenere Cipher, a cryptographic method used for encrypting and decrypting messages. The Vigenere Cipher enhances the security of communication by replacing letters in the message with different letters based on a keyword. My objective is to develop a program that allows users to encrypt and decrypt messages using the Vigenere Cipher.

To achieve this, I have implemented several solutions in my program. First, I provide a menu-based interface where users can choose between encryption, decryption, or quitting the program. When encrypting a message, the user is prompted to enter the message and a key. The program then generates the encrypted message by applying the Vigenere Cipher algorithm. Similarly, during decryption, the user enters an encrypted message and the key used for encryption. The program then performs the decryption process to recover the original message.

The core calculations and algorithm implementation in my program revolve around the Vigenere table. The Vigenere table is a 2-dimensional array that represents the letters of the alphabet. I generate this table by populating it with characters based on the alphabet. The encryption process involves finding the row and column indices in the Vigenere table based on the characters of the message and the key. Using these indices, I retrieve the corresponding character from the table to generate the encrypted message. The decryption process follows a similar approach, but in reverse. I find the row index based on the encrypted character and the column index based on the key character. Then, I retrieve the original character from the Vigenere table to decrypt the message.

The program interacts with the user by displaying messages and requesting inputs. I prompt the user to choose between encryption, decryption, or quitting the program. I provide clear instructions for entering the message and the key. After performing the encryption or decryption process, the program displays the resulting encrypted or decrypted message to the user.

In terms of implementing discrete structures, my program utilizes arrays and loops. I use a 2-dimensional array to represent the Vigenere table, storing the mapping of characters. Loops are employed to iterate over the characters of the message and the key, perform necessary calculations, and access the Vigenere table. These discrete structures allow us to efficiently implement the Vigenere Cipher algorithm in my C++ program.

While my program successfully implements the Vigenere Cipher, it does have some limitations. Currently, it only supports uppercase alphabets for both the message and the key. Special characters and spaces in the message are not handled, and the program lacks error handling for invalid inputs.

To improve my program, I recommend implementing the following enhancements. First, I can extend the program to support lowercase alphabets and other characters by expanding the Vigenere table. This would increase the flexibility and usability of the program. Second, I should implement error handling to validate user inputs and provide informative error messages. This would help users understand and correct any input mistakes. Lastly, enhancing the program to handle special characters and spaces in the message would make it more robust and adaptable to different types of messages.

In conclusion, my team has developed a C++ program that implements the Vigenere Cipher. Through a menu-based interface, users can encrypt and decrypt messages using the Vigenere Cipher algorithm. The program utilizes discrete structures such as arrays and loops to efficiently perform calculations and access the Vigenere table. While the program has some limitations, I have provided recommendations for improvement to enhance its functionality and usability. By implementing these enhancements, I can create a more versatile and error-resilient Vigenere Cipher program.