# **CECS 229 Programming Assignment #3**

#### Due Date:

Sunday, 10/8 @ 11:59 PM

## **Submission Instructions:**

Complete the programming problems in the file named pa3.py . You may test your implementation on your Repl.it workspace by running main.py. When you are satisfied with your implementation,

- 1. Submit your Repl.it workspace
- 2. Download the file pa3.py and submit it to the appropriate CodePost auto-grader folder.

# **Objectives:**

- 1. Find the inverse of a given integer under a given modulo m.
- 2. Encrypt and decrypt text using an affine transformation.
- 3. Encrypt and decrypt text using the RSA cryptosystem.

#### **NOTES:**

- 1. Unless otherwise stated in the FIXME comment, you may not change the outline of the algorithm provided by introducing new loops or conditionals, or by calling any built-in functions that perform the entire algorithm or replaces a part of the algorithm.
- 2. You may use the utility functions found in util.py.
- 3. You may use any functions you implemented in previous programming assignments for this course. If you choose to use them, please make sure to copy and paste their implementation into pa3.py file, so that they are uploaded to CodePost when you submit your work.

### Problem 1:

Create a function mod inv(a,m) that returns the **smallest**, **positive inverse** of a modulo m. If the gcd of a and m is not 1, then you must raise a ValueError exception with message "The values <insert a> and <insert b> are not relatively prime.".

#### Example:

>> mod\_inv(3, 11)

4

### Problem 2:

Complete the function affine\_encrypt(text, a, b) that returns the cipher text encrypted using key (a, b). You must verify that the gcd(a, 26) = 1 before making the encryption. If gcd(a, 26) != 1, the function must raise a ValueError exception with message "The given key is invalid.".

```
In [ ]: def affine_encrypt(text, a, b):
    encrypts the plaintext 'text', using an affine transformation key (a, b)
    INPUT: text - plaintext as a string of letters
            a - integer satisfying gcd(a, 26) = 1.
                 Raises error if such is not the case
            b - integer
    OUTPUT: The encrypted message as a string of characters
    # FIXME: raise an error if the gcd(a, 26) is not 1
    cipher = ""
    for letter in text:
        if letter.isalpha():
            # FIXME: Use util.py to initialize 'num' to be the integer corresponding
            # to the current letter
            num = None
            # FIXME: Encrypt the current 'num' using the affine transformation with
            # key (a, b). Store the result in cipher digits.
            cipher digits = None
            if len(cipher digits) == 1:
                 # FIXME: If the cipherdigit is 0 - 9, pad the string with initial 0
                 # to make it a two-digit number
                 cipher_digits = None
            # FIXME: Use util.py to append to the cipher the ENCRYPTED letter
            # corresponding to the current cipher digits
            cipher += None
    return cipher
```

### Problem 3:

Complete the function affine\_decrypt(ciphertext, a,b) that decrypts the text given in ciphertext which was encrypted using key (a, b). You must verify that the gcd(a, 26) = 1. If gcd(a, 26) != 1, the function must raise a ValueError exception with message "The given key is invalid.".

```
In [ ]: def affine_decrypt(ciphertext, a, b):
    decrypts the string 'ciphertext', which was encrypted using an affine
    transformation key (a, b)
    INPUT: ciphertext - a string of encrypted letters
            a - integer satisfying gcd(a, 26) = 1.
            b - integer
    OUTPUT: The decrypted message as a string of characters
    a_{inv} = mod_{inv}(a, 26)
    text = ""
    for letter in ciphertext:
        if letter.isalpha():
            letter = letter.upper()
            # FIXME: Use util.py to find the integer `num` that corresponds
            # to the given letter
            num = None
            # FIXME: Decrypt the integer that corresponds to the current
            # encrypted Letter using the decryption function for an affine
             # transformation with key (a, b) so that letter_digits holds
             # the decrypted number as a string of two digits
            letter digits = None
            if len(letter_digits) == 1:
                 # FIXME: If the letter number is between 0 - 9, inclusive,
                 # prepend the string with a 0
                 letter digits = None
            # FIXME: Use util.py to append to the text the decrypted
             # letter corresponding to the current letter digits
            text += None
    return text
```

# Problem 4:

Complete the function encryptRSA(text, n, e) which uses RSA to encrypt the string text using key (n, e).

**EXAMPLE** 

```
>> encryptRSA("REPEAT", 2537, 13)
```

'194319342299'

```
In [ ]: def encryptRSA(plaintext, n, e):
    """encrypts plaintext using RSA and the key (n, e)
    INPUT: text - plaintext as a string of letters
            n - positive integer
            e - integer
    OUTPUT: The encrypted message as a string of digits
    text = plaintext.replace(' ', '') # removing whitespace
    # FIXME: Use util.py to initialize 'digits' as a string of
    # the two-digit integers that correspond to the letters of 'text'
    digits = None
    # FIXME: Use util.py to initialize 'l' with the length of each RSA block
    1 = None
    # FIXME: Use a loop to pad 'digits' with enough 23's (i.e. X's)
    # so that it can be broken up into blocks of length l
    # creating a list of RSA blocks
    blocks = [ digits[i : i + 1] for i in range(0, len(digits), 1)]
    cipher = ""
    for b in blocks:
        # FIXME: Initialize 'encrypted block' so that it contains
        # the encryption of block 'b' as a string
        encrypted block = None
         if len(encrypted block) < 1:</pre>
            # FIXME: If the encrypted block contains less digits
            # than the block size l, prepend the block with enough
            # 0's so that the numeric value of the block
            # remains the same, but the new block size is l,
            # e.g. if L = 4 and encrypted block is '451' then prepend
            # one 0 to obtain '0451'
            encrypted block = None
        # FIXME: Append the encrypted block to the cipher
        cipher += None
    return cipher
```

## Problem 5:

Complete the implementation of the function decryptRSA(cipher, p, q, e) which decrypts cipher, assuming it was encrypted using RSA and key  $(n = p \cdot q, e)$ .

**EXAMPLE:** 

>> decryptRSA('03412005', 43, 59, 23)

STOP

```
In [ ]:
def decryptRSA(cipher, p, q, e):
    """decrypts the cipher, which was encrypted using RSA and the key (p * q, e)
    INPUT: cipher - ciphertext as a string of digits
             p, q - prime numbers used as part of the key n = p * q to encrypt
                    the ciphertext
            e - integer satisfying gcd((p-1)*(q-1), e) = 1
    OUTPUT: The decrypted message as a string of letters
    n = p * q
    ciphertext = cipher.replace(' ', '')
    # FIXME: Use util.py to initialize `l` with the size of
    # each RSA block
    1 = None
    # FIXME: Use a Python list comprehension to break the ciphertext
    # into blocks of equal length 'l'. Initialize 'blocks' so that it
    # contains these blocks as elements
    blocks = None
    text = "" # initializing the variable that will hold the decrypted text
    # FIXME: Compute the inverse of e
    e inv = None
    for b in blocks:
        # FIXME: Use the RSA decryption function to decrypt
        # the current block
        decrypted_block = None
        if len(decrypted block) < 1:</pre>
             # FIXME: If the decrypted block contains less digits
            # than the block size l, prepend the block with
            # enough 0's so that the numeric value of the block
             # remains the same, but the new block size is l,
            # e.g. if L = 4 and decrypted block is '19' then prepend
            # two 0's to obtain '0019'
             decrypted block = None
        # FIXME: Use util.py to append to text the decrypted block
        # transformed into letters
        text += None
    return text
```