Q1 Team name

0 Points

NULL

Q2 Commands

10 Points

List the commands used in the game to reach the ciphertext.

go,go,read

Q3 Cryptosystem

10 Points

What cryptosystem was used in this level?

Playfair Cipher

Q4 Analysis

20 Points

What tools and observations were used to figure out the cryptosystem? (Explain in less than 100 words)

Firstly we tried using frequency analysis on the ciphertext and observed that the frequencies are not that widely distributed a nd also the words formed do not make any sense. Thus we con cluded that it was not substitution cipher. We tried using vigene re cipher as well but the text did not seem reasonable either.

Then we observed that if we enter "go" instead of "read" in the first prompt, we get a message with morse code which hints u s to "play fair". This made us realize that the text might be using Playfair Cipher. To find the key with which it is encrypted, we de coded the morse code and got "SECURITY" as the key. We dec rypted the text assuming that it is Playfair cipher with key "SEC

URITY" and found the password "OPEN_SESAME" which worke d.

Q5 Decryption algorithm

15 Points

Briefly describe the decryption algorithm used. Also, mention the plaintext you deciphered. (Use less than 250 words)

The decryption algorithm uses a 5*5 square which is obtained by replacing the first 8 cells(in row-major order) with letters of t he word "security" (which is the key as mentioned in Q4), and t he remaining cells are filled with other letters in alphabetic ord er while skipping letter 'J'. The 5*5 square looks as follows after construction:

SECUR

ITYAB

DFGHK

LMNOP

QVWXZ

The Decryption algorithm is as follows:

- 1. Group the ciphertext into groups of 2 letters ignoring the pun ctuation marks.
- 2. For each group of 2 letters if
- (a) They are in the same row of the grid: Each of them is replaced by their (cyclic) precedent in the corresponding row. (the letter to the left of it in the row).
- (b) They are in the same column of the grid: Each of them is rep laced by their (cyclic) precedent in the corresponding column. (the letter above it in the column).
- (c) Else: Each of them is replaced with the letters on their own r ow but at the other pair of corners of the original pair's rectangl

Note: No two consecutive characters are the same in Playfair ci phertext since Playfair cipher encryption algorithm inserts an X between consecutive equal characters.

The text decrypted with the above algorithm is as follows: BE WARY OF THE NEXT CHAMBER, THERE IS VERY LITTLE IO Y THERE.

SPEAK OUT XTHE PASSWORD "OPEN_SESAME" TO GO THR OUGH. MAY XYOU

HAVE THE STRENGTH FOR THE NEXT CHAMBER. TO FIND THE EXIT YOU

FIRST WILXL NEXED TO UTTER MAGIC WORDS THERE.

As we can see, there are 'X' 's inserted between consecutive e qual characters and J replaced with I since it is not present in t he grid. So the final decrypted text is as follows:

BE WARY OF THE NEXT CHAMBER, THERE IS VERY LITTLE JO Y THERE.

SPEAK OUT THE PASSWORD "OPEN_SESAME" TO GO THRO UGH. MAY YOU

HAVE THE STRENGTH FOR THE NEXT CHAMBER. TO FIND THE EXIT YOU

FIRST WILL NEED TO UTTER MAGIC WORDS THERE.

The code written using the above algorithm can be seen below in the code section.

Q6 Password

10 Points

What was the final command used to clear this level?

```
OPEN_SESAME
```

Q7 Code

0 Points

Upload any code that you have used to solve this level.

```
▲ Download
▼ 1.cpp
    #include <bits/stdc++.h>
 1
2
 3
    using namespace std;
4
5
    int main()
6
 7
8
        vector<string> a;
9
        string _;
        while (getline(cin, _))
10
11
         {
```

```
12
             a.push_back(_);
        }
13
14
        vector<string> grid(5, string(5, ' '));
15
16
        string key = "SECURITY";
17
18
        char skip = 'J';
19
20
21
        vector<int> row(26, -1), col(26);
22
        for (int i = 0; i < 8; i++)
23
24
25
             int r = i / 5, c = i % 5;
26
             grid[r][c] = key[i];
27
             row[key[i] - 'A'] = r;
28
             col[key[i] - 'A'] = c;
29
        }
30
31
        int cur = 8;
32
33
        for (int i = 0; i < 26; i++)
34
        {
35
             if (row[i] == -1 \text{ and } skip != char('A' + i))
36
37
                 int r = cur / 5, c = cur % 5;
38
                 grid[r][c] = char('A' + i);
39
                 row[i] = r;
40
                 col[i] = c;
41
                 cur++;
42
             }
43
        }
44
        string S = "";
45
46
        for (auto &s : a)
47
48
         {
49
             for (char c : s)
50
51
                 if (c >= 'A' \text{ and } c <= 'Z')
52
                 {
53
                     S += c;
54
                 }
55
             }
56
        }
57
58
        int N = int(S.length());
        string T = S;
59
60
61
        for (int i = 0; i < N; i += 2)
62
        {
             int x = (S[i] - 'A');
63
```

```
64
             int y = (S[i + 1] - 'A');
65
             if (row[x] == row[y])
66
67
68
                  int cx = col[x];
69
                  int cy = col[y];
70
                  int r = row[x];
71
                  T[i] = grid[r][(cx + 4) % 5];
72
                  T[i + 1] = grid[r][(cy + 4) \% 5];
73
             }
74
             else if (col[x] == col[y])
75
              {
76
                  int rx = row[x];
77
                  int ry = row[y];
78
                  int c = col[x];
79
                  T[i] = grid[(rx + 4) \% 5][c];
80
                  T[i + 1] = grid[(ry + 4) \% 5][c];
             }
81
82
             else
83
              {
84
                  int rx = row[x], cx = col[x], ry = row[y],
     cy = col[y];
85
                  T[i] = grid[rx][cy];
86
                  T[i + 1] = grid[ry][cx];
87
             }
         }
88
89
90
         cur = 0;
91
92
         for (auto &s : a)
93
             for (char c : s)
94
95
96
                  if (c >= 'A' \text{ and } c <= 'Z')
97
                  {
98
                      cout << T[cur++];</pre>
99
                  }
100
                  else
101
                      cout << c;</pre>
102
             }
103
             cout << endl;</pre>
         }
104
105
106
         return 0;
107
108
109
110
111
     INPUT:
    TR XYCB MH AFC MUVY EOHPTCS, AFCSS TE QCSI NTYIMS TNA
112
     AFCSC.
     EMRBH XAA VAFR MIUCQPUH "LMRL_CCETOT" FN HM AKUXAHK.
113
```

	OTA WANA
114	OTXT FFU EISCWNAF HME BFU MCVA UGTOTRE. BM HYLF IFU
	UVTY ANE
115	HBSEI QYOQM OUVSF AM EAFTE PYHYS XNSKE IFUSC.
116	
117	OUTPUT:
118	BE WARY OF THE NEXT CHAMBER, THERE IS VERY LITTLE IOY
	THERE.
119	SPEAK OUT XTHE PASSWORD "OPEN_SESAME" TO GO THROUGH.
	MAY XYOU
120	HAVE THE STRENGTH FOR THE NEXT CHAMBER. TO FIND THE
	EXIT YOU
121	FIRST WILXL NEXED TO UTTER MAGIC WORDS THERE.
122	
123	*/

Assignment 2 UNGRADED **GROUP** AJAY PRAJAPATI A5 - SURYADEVARA SAI KRISHNA A11 - GARIMELLA MOHAN RAGHU View or edit group **TOTAL POINTS** - / 65 pts **QUESTION 1** 0 pts Team name **QUESTION 2** Commands 10 pts **QUESTION 3** 10 pts Cryptosystem **QUESTION 4** 20 pts **Analysis QUESTION 5** Decryption algorithm 15 pts

QUESTION 6 Password	10 pts
QUESTION 7 Code	0 pts