#include "stdafx.h"

#include "stdlib.h"

//#include "../include/CkCrypt2.h"

#include <Windows.h> // needed by CHILKAT e.g. for SystemTim

#include <CkRsa.h>

#include <CkCrypt2.h>

// added for CHILKAT

#include "..\include\ckimap.h"

//#include "..\include\tchar.h"

//

// need this for various things

extern "C" {

#include "../include/allC.h"

#include "../include/allUnicodeC.h"

}

#include "../include/allUnicode.h"

#include <CkSocket.h>

#include <conio.h>

// get strings, because the const char\* causes problems....

#include <iostream>

#include <string>

using namespace std;

// SHA Encryption

string SHA(string na)

{

CkCrypt2 crypt;

// Any string argument automatically begins the 30-day trial.

bool success;

success = crypt.UnlockComponent("T06152014Crypt\_J2uOFPEBkQ3d");

if (success != true) {

printf("Crypt component unlock failed\n");

}

//const char \* s = "Hello";

crypt.put\_HashAlgorithm("sha1");

crypt.put\_EncodingMode("hex");

// Other possible EncodingMode settings are:

// "quoted-printable", "base64", and "url"

CkString hashStr;

crypt.HashStringENC(na.c\_str(), hashStr);

string result(hashStr);

return result;

}