Ex. No.: 6 Date:

DSA

Aim:

To implement Digital Signature Algorithm (DSA) using C.

Algorithm:

- Get the prime number p and its divisor q from the user.
- Get the value of h from the user.
- Compute the value of g.
- Get the private key xa from the user.
- Compute the user's public key y.
- Get the per-message secret key k and hash value of message M.
- Compute the value of z using g, k & p
- Compute z % q to get the value of r
- Compute the multiplicative inverse.
- Compute the value of s.
- Print the signature (r, s).

Program Code:

```
#include
<stdio.h>
#include
<math.h>
int power(int,unsigned int,int);
multiplicativeInverse(int,int,int);
int main()
 int p,q,h,g,r,s,t,x,y,z,k,inv,hash;
 printf("\nEnter prime number p and enter q prime divisor of (p-1):
 "); scanf("%d %d",&p,&q);
 printf("\nEnter h such that it greater than 1 and less than (p-1):
 "); scanf("%d",&h);
 //Compute
 g t = (p-
 1)/q;
 g = power(h,t,p);
```

```
printf("\nEnter user's private key such that it is greater than 0 and less than q:
 "); scanf("%d",&x);
 //Computer user's public
 key y = power(g,x,p);
 printf("\nEnter user's per-message secret key k such that it is greater than 0 and less than q:
 "); scanf("%d",&k);
 printf("\nEnter the hash(M) value : ");
 scanf("%d",&hash);
 //Signing. Compute r and s
 pair z = power(g,k,p);
 r = z \% q;
 inv =
 multiplicativeInverse(k,q,p); s =
 inv * (hash + x * r) % q;
 //Display
 printf("\n*********Computed Values*******");
 printf("\ng = \%d",g);
 printf("ny = %d",y);
 printf("\nGenerated Signature Sender = (%d, %d) \n",r,s);
int power(int x, unsigned int y, int p)
  int res = 1; // Initialize result
  x = x \% p; // Update x if it is more than or equal to p
  while (y > 0)
     // If y is odd, multiply x
     with result if (y & 1)
       res = (res * x) % p;
     // y must be even now
     y = y >> 1; // y =
     y/2 x = (x * x) \% p;
  return res;
int multiplicativeInverse(int a, int b, int n)
     int sum, x, y;
     for(y=0;y< n;y++)
```

```
{
    for(x=0;x<n;x++)
    {
        sum = a * x + b * (-
        y); if(sum == 1)
        return x;
    }
}</pre>
```

Output:

```
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Result: