## SEM - VII - 2022-23 CNS Lab

# B3 - 2019BTECS00094 - Sweety Shrawan Gupta Assignment 3 Playfair Cipher

#### **Playfair Cipher:**

The Playfair cipher encryption technique can be used to encrypt or encode a message. It operates exactly like typical encryption. The only difference is that it encrypts a digraph, or a pair of two letters, as opposed to a single letter.

An initial 5×5 matrix key table is created. The plaintext encryption key is made out of the matrix's alphabetic characters. Be mindful that you shouldn't repeat the letters. There are 26 alphabets, however, there are only 25 spaces in which we can place a letter. The matrix will delete the extra letter because there is an excess of one letter (typically J). Despite this, J is there in the plaintext before being changed to I.

### **Rules for Encryption:**

- If both the letters are in the same column: Take the letter below each one (going back to the top if at the bottom).
- If both the letters are in the same row: Take the letter to the right of each one (going back to the leftmost if at the rightmost position).
- If neither of the above rules is true: Form a rectangle with the two letters and take the letters on the horizontal opposite corner of the rectangle.

#### Code:

```
#include <bits/stdc++.h>
using namespace std;
int main()
    string pt, x, k, ct;
   getline(cin, pt);
    for (int i = 0; i < pt.length(); i++)
        if (pt[i] != ' ')
           x += pt[i];
   pt = x;
    cout << "Plain text is: " << pt << endl;</pre>
   map<char, pair<int, int>> char_index;
    while (i < 5 and l < k.size()) {
        if (k[1] == 'j')k[1] = 'i';
            mat[i][j] = k[l];
            char index[k[l]] = \{i, j\};
            if (j == 5) {
        if (ch == 'j')ch++;
        if (char index.find(ch) == char index.end()) {
```

```
mat[i][j] = ch;
        if (j == 5) {
cout << "\nPlayfair Matrix is: \n";</pre>
    for (int jj = 0; jj < 5; jj++) {
        cout << mat[ii][jj] << " ";</pre>
    cout << "\n";
for (int i = 1; i < pt.size(); i++) {</pre>
    if (i % 2 and pt[i - 1] == pt[i]) {
        pt.insert(i, "x");
if (pt.size() % 2)pt.push_back('z');
cout << "\n\nPlain text after decription is: " << pt;</pre>
for (int i = 1; i < pt.size(); i += 2) {</pre>
    int fi, fj, si, sj;
    fi = char index[pt[i - 1]].first;
    fj = char index[pt[i - 1]].second;
    si = char index[pt[i]].first;
    sj = char index[pt[i]].second;
        sj++;
        fj++;
        if (fj == 5)fj = 0;
        if (sj == 5)sj = 0;
        ct.push back(mat[fi][fj]);
        ct.push back(mat[si][sj]);
    } else if (sj == fj) {
        si++;
```

```
fi++;
        if (fi == 5) fi = 0;
        if (si == 5)si = 0;
        ct.push back(mat[fi][fj]);
        ct.push back(mat[si][sj]);
        ct.push back(mat[fi][sj]);
        ct.push_back(mat[si][fj]);
for (int i = 1; i < ct.size(); i += 2) {</pre>
    int fi, fj, si, sj;
    fi = char index[ct[i - 1]].first;
   fj = char index[ct[i - 1]].second;
    si = char index[ct[i]].first;
    sj = char index[ct[i]].second;
        sj--;
        fj--;
        if (fj == -1)fj = 4;
        if (sj == -1)sj = 4;
        pt.push back(mat[fi][fj]);
        pt.push back(mat[si][sj]);
    } else if (sj == fj) {
        si--;
        fi--;
        if (fi == -1) fi = 4;
        if (si == -1)si = 4;
        pt.push back(mat[fi][fj]);
        pt.push_back(mat[si][sj]);
        pt.push back(mat[fi][sj]);
        pt.push back(mat[si][fj]);
```

```
if (pt.back() == 'z')pt.pop_back();
for (int i = 2; i < pt.size(); i++) {
    if (pt[i - 2] == pt[i] and pt[i - 1] == 'x') {
        pt.erase(i - 1, 1);
    }
}
cout << "\n\nPlain text after decryption is: " << pt;
return 0;
}</pre>
```

#### Output: