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CLASS: TE-CO ROLL-NO.: 18CO63

**EXPERIMENT NO. 02: PLAYFAIR CIPHER USING PYTHON.** 

## PROGRAM:

```
print("\n\t\t PLAYFAIR CIPHER \n")
key=input("ENTER KEY: ")
key=key.replace(" ", "")
key=key.upper()
def matrix(x,y,initial):
  return [[initial for i in range(x)] for j in range(y)]
result=list()
for c in key:
  if c not in result:
    if c=='J':
       result.append('I')
    else:
       result.append(c)
flag=0
for i in range(65,91):
  if chr(i) not in result:
    if i==73 and chr(74) not in result:
       result.append("I")
       flag=1
    elif flag==0 and i==73 or i==74:
       pass
    else:
       result.append(chr(i))
k=0
my_matrix=matrix(5,5,0)
for i in range(0,5):
  for j in range(0,5):
    my_matrix[i][j]=result[k]
    k+=1
def locindex(c):
  loc=list()
  if c=='J':
    c='I'
  for i ,j in enumerate(my matrix):
    for k,l in enumerate(j):
       if c==I:
         loc.append(i)
         loc.append(k)
```

## return loc

```
def encrypt():
       msg=str(input("\nENTER MESSAGE: "))
       msg=msg.upper()
       msg=msg.replace(" ", "")
       i=0
       for s in range(0,len(msg)+1,2):
              if s<len(msg)-1:
                    if msg[s]==msg[s+1]:
                            msg=msg[:s+1]+'X'+msg[s+1:]
       if len(msg)%2!=0:
              msg=msg[:]+'X'
       print("\nCIPHER TEXT: ",end=' ')
       while i<len(msg):
              loc=list()
              loc=locindex(msg[i])
              loc1=list()
              loc1=locindex(msg[i+1])
              if loc[1] = loc1[1]:
print("{}{}".format(my_matrix[(loc[0]+1)%5][loc[1]],my_matrix[(loc1[0]+1)%5][loc1[1]]),end
=' ')
              elif loc[0] == loc1[0]:
print("{}{}".format(my_matrix[loc[0]][(loc[1]+1)%5],my_matrix[loc1[0]][(loc1[1]+1)%5]),end
=' ')
              else:
                    print("{}{}".format(my_matrix[loc[0]][loc1[1]],my_matrix[loc1[0]][loc[1]]),end=' ')
              i=i+2
       print("")
def decrypt():
       msg=str(input("\nENTER CIPHER TEXT: "))
       msg=msg.upper()
       msg=msg.replace(" ", "")
       print("\nPLAIN TEXT: ",end=' ')
      i=0
       while i<len(msg):
              loc=list()
              loc=locindex(msg[i])
              loc1=list()
              loc1=locindex(msg[i+1])
              if loc[1] == loc1[1]:
                    print("\{\}\{\}".format(my\_matrix[(loc[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]],my\_matrix[(loc1[0]-1)\%5][loc[1]][loc[1]][loc[
1)%5][loc1[1]]),end=' ')
```

```
elif loc[0] == loc1[0]:
      print("{}{}".format(my matrix[loc[0]][(loc[1]-1)%5],my matrix[loc1[0]][(loc1[1]-
1)%5]),end=' ')
    else:
      print("{}{}".format(my_matrix[loc[0]][loc1[1]],my_matrix[loc1[0]][loc[1]]),end=' ')
    i=i+2
  print("")
while(1):
  print("\nCHOOSE AN OPTION: \n")
  choice=int(input(" 1.ENCRYPTION \n 2.DECRYPTION \n 3.EXIT \n\n"))
  if choice==1:
    encrypt()
  elif choice==2:
    decrypt()
  elif choice==3:
    print("\n EXITING PLAYFAIR CIPHER... \n")
    exit()
  else:
    print("\nINVALID OPTION! CHOOSE CORRECT OPTION \n")
```

## **OUTPUT:**

```
EXP02 — -zsh — 66×41
mastmac@MASTMACs-Mac-mini EXP02 % python3 EXP02_PLAYFAIRCIPHER.py
                PLAYFAIR CIPHER
ENTER KEY: 3
CHOOSE AN OPTION:
1.ENCRYPTION
2.DECRYPTION
3.EXIT
1
ENTER MESSAGE: hello
CIPHER TEXT: IF NV MK
CHOOSE AN OPTION:
1.ENCRYPTION
2.DECRYPTION
3.EXIT
2
ENTER CIPHER TEXT: ifnvmk
PLAIN TEXT: HE LX LO
CHOOSE AN OPTION:
1.ENCRYPTION
2.DECRYPTION
3.EXIT
3
EXITING PLAYFAIR CIPHER...
mastmac@MASTMACs-Mac-mini EXP02 %
```