

EXPNO:3

DATE:

RAILFENCECIPHER

Aim: To implement an encryption algorithm using Rail Fence Cipher technique.

Algorithm:

- Step1: Declare msg and key, initializing msg with the original message, and set key to the desired rail fence key.
- Step2: Create railMatrix with dimensions [key][msgLen], initializing elements with newline characters.
- Step3: Iterate through msg, placing characters in railMatrix based on the Rail Fence Cipher pattern, updating row and col.
- Step4: Print the encrypted message by traversing railMatrix, excluding newline characters.
- Step5: Return 0 for successful execution and program termination.

Program:

```
#include<stdio.h>
```

```
#include<string.h>
```

```
void encryptMsg(char msg[], int key){
```

```
    int msgLen = strlen(msg), i, j, k = -1, row = 0, col = 0; char  
    railMatrix[key][msgLen];
```

```
    for(i = 0; i < key; ++i)  
        for(j = 0; j < msgLen; ++j)  
            railMatrix[i][j] = '\n';
```

```
    for(i = 0; i < msgLen; ++i){  
        railMatrix[row][col++] = msg[i];
```

```

        if(row==0||row==key-1) k=
            k * (-1);
        row=row+ k;
    }

    printf("\nEncrypted Message: ");for(i
        = 0; i < key; ++i)          for(j=0;
j < msgLen; ++j)
    if(railMatrix[i][j]!='\n')
        printf("%c",railMatrix[i][j]);
    } int
main(){
    charmsg[]="ThisisSRIPRASATH"; int
    key = 3;
    printf("OriginalMessage:%s",msg);
    encryptMsg(msg, key);    return 0;
}

```

Output:

```

original message: this is thriloke
encrypted message: t tlhsi hioeisk
=== Code Execution Successful ===

```

Result: