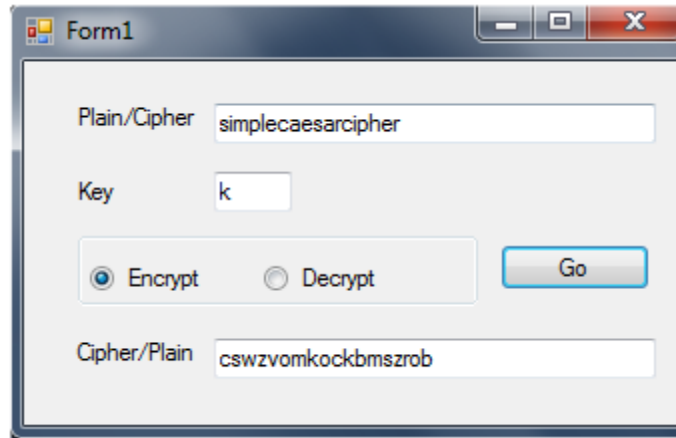


Information Security Lab 02 Caesar Cipher

Caesar cipher



```

/*****
/***** Caesar cipher *****/
/*****
public char caesarEnc(char plain, char key)
{
    int ikey = toDec(key);
    int iplain = toDec(plain);
    int icipher = (ikey + iplain) % charSpace.Length;
    char cipher = toChar(icipher);
    return cipher;
}
public char caesarDec(char cipher, char key)
{
    int ikey = toDec(key);
    int icipher = toDec(cipher);
    int iplain = (icipher - ikey);
    if (iplain < 0) iplain = iplain + charSpace.Length;
    char plain = toChar(iplain);
    return plain;
}
/*****
/*****
/***** main form *****/
/*****
textBox1.Text = cl.formatAndRemoveCharsNotInCharSpace(textBox1.Text);
    if (radioButton1.Checked)
    {
        for (int n = 0; n < textBox1.Text.Length; n++)
        {
            char cipher = cl.caesarEnc(textBox1.Text[n],
textBox2.Text[0]);
            if(cipher!=0) textBox3.Text = textBox3.Text + cipher;
        }
    }
    else if (radioButton2.Checked)
    {
        for (int n = 0; n < textBox1.Text.Length; n++)

```



```
        {
            char plain = c1.caesarDec(textBox1.Text[n], textBox2.Text[0]);
            if (plain != 0) textBox3.Text = textBox3.Text + plain;
        }
    }
private void radioButton1_CheckedChanged(object sender, EventArgs e)
{
    textBox1.Clear();
    textBox3.Clear();
}

private void radioButton2_CheckedChanged(object sender, EventArgs e)
{
    textBox1.Clear();
    textBox3.Clear();
}
}
```