## 15-110 Recitation Week 10

## Reminders

- How was Exam 2?
- HW5 due Monday 04/01 at Noon.
- Feedback form


## Overview

- Meme Cipher Encryption
- RSA
- Top Down Preview


## Problems

## Meme Cipher Encryption

| Carnegie Mellon |  |
| :--- | :--- |
| surprised |  |


| I |  |
| :---: | :---: |
| good |  |
| cool | $\begin{aligned} & \left(\bullet_{-}\right) \\ & (\cdot *)>r_{\square-} \\ & \left(r_{-} \pm\right) \end{aligned}$ |
| grade | $\begin{aligned} & (A)(B) C D(D) \\ & \left(A^{+}\right)\left(B^{+}\right)\left(C^{+}\right)\left(D^{+}\right) \end{aligned}$ |

Encrypt:
Carnegie Mellon is cool.
$\square$

Decrypt:

$\square$

What is the plaintext? $\qquad$

What is the ciphertext? $\qquad$

Is this a symmetric or asymmetric encryption algorithm? $\qquad$

How many keys are used? $\qquad$

What is the key? $\qquad$

What is the runtime to break this cipher? Keep in mind that an adversary knows each meme corresponds to a word, but they don't know which words are being used in the message. This means they would have to check each possibility in the dictionary. For this question, assume there are N words in the dictionary and 6 memes that are used.

## RSA Recap

Krishna wants to send a super secret message to Sean about the 110 exam. She translates the message into a number: 11, and then finds Sean's public key online. His key is $(\mathbf{5}, \mathbf{1 3 3})$.

We create the ciphertext by: $\qquad$
Krishna puts this number on her instagram story, and tags Sean. Why should this not worry Sean or Krishna?

Then Sean sees it and decrypts it with his $\qquad$ $(65,133)$ by $\qquad$ Sean gasps!

## Top Down Design

Amogh wants to build a game where you try to remove the numbers 2 through 10. The game involves rolling two dice, and summing them. You can then remove a pair of numbers that add up to the number, or that number itself. When you remove all the numbers you win, if you get stuck and can't remove any numbers you lose. Ex: the first turn I roll a 3 and a 4. I can either remove 7, (5,2), (3,4), etc.

How might we describe the steps needed to make this game in plain english:

Now download the starter code. Amogh created a couple helper functions that implement these steps, but he forgot to write the playGame function! Let's help him out. (First look over the helper functions! What are they doing?)

