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LAMPIRAN I

Pseudocode Gambaran Umum Sistem

Tampilan Utama Aplikasi

Klik Menu

Muncul pilihan Sub Menu

```
If {Prime Generator} //Akan masuk ke menu pembangkitan kunci
```

```
Else {
```

```
If {Enkripsi} //Akan masuk ke menu enkripsi
```

```
Else {
```

```
If {Deskripsi} //Akan masuk ke menu deskripsi
```

```
Else {
```

```
If {About} //Akan masuk ke menu kredit/tentang aplikasi
```

```
}
```

```
End
```

```
}
```

Menu Generate Kunci

```
long q,beta,i=0,a,alpha; // variabel penampung kunci public & privat
```

```
int prima; // variabel penampung bilangan prima
```

```
int[] bin; // variabel bilangan biner
```

```
Random r1 =new Random(); //variabel penampung bilangan acak
```

```
long sam(long x, long y, long z)
```

```
{
```

```
    long r; // variabel bilang acak
```

```
    int [] bin = new int[32]; // konversi tipe data biner ke integer
```

```
    int i; // variabel nilai awal
```

```
    kondisi( y > 0 )
```

```
    {
```

```
        jika (y % 2 == 0) // nilai y di modulus 2 hasilnya 0
```

```
        {
```

```

        bin[i] = 0; // maka biner bernilai 0 “bukan prima”
    }
    maka jika tidak
    {
        bin[i] = 1; // maka biner bernilai 1 “prima”
    }
    apabila bilangan bernilai prima  $y = y/2$ ; // nilai y dibagi 2
    dan seterusnya ditambah 1
}
apabila bilangan bukan prima dan seterusnya dikurang 1

```

setelah kunci di dapat maka kunci selanjutnya di simpan.

Menu Enkripsi

```

string metode; // tipe data pengubah kata menjadi angka
int p,alpha,a,beta; // variabel penampung kunci publik
Random r = new Random(); // variabel penampung bilangan acak

```

```

    int sam(int x, int y, int z) // variabel x,y,z
    {
        int r; //variabel penampung hasil bilangan random
        int [] bin = new int[32]; //konversi tipe data dari biner ke integer
        int i; // variabel penentuan nilai awal
        i = 0; // dimulai dari nol
    }

```

setiap huruf dirubah menjadi angka dan di enkripsi menggunakan formula sebagai berikut :

```

kondisi( y > 0 )
{
    jika (y % 2 == 0) // nilai y di modulus 2 hasilnya 0
    {
        bin[i] = 0; // maka biner bernilai 0 “bukan prima”
    }
    maka jika tidak
    {
        bin[i] = 1; // maka biner bernilai 1 “prima”
    }
    apabila bilangan bernilai prima  $y = y/2$ ; // nilai y dibagi 2
    dan seterusnya ditambah 1
}
apabila bilangan bukan prima dan seterusnya dikurang 1

```

```

    jika (i>0) // nilai i lebih besar dari nol
    {
        r = (r * r) % z; // rumus enkripsi
        Jika (r<0) // nilai r lebih kecil dari nol
        {
            r=r*-1; // rumus enkripsi
        }
        Jika ( bin[--i] == 1 ) // nilai i sama dengan 1
        {
            r = (r * x) % z; // rumus enkripsi
        }
    }
    return r; // looping ke nilai r sampai proses enkripsi selesai
}

```

Menu Deskripsi

```

int[] p1 = new int[c1.Length]; // variabel penampung konversi plainteks yang akan
dikembalikan
int[] d1 = new int[c1.Length]; // variabel penampung hasil deskripsi
string temp=" "; // variabel penampung string
for(int i=0;i<c1.Length;i++) // pendeklarasian
{
    p1[i]=c2[i] * sam(c1[i),(p-1-a),p) % p; // rumus pendeskripsian per angka
    d1[i]=sam(c1[i),(p-1-a),p); // rumus penerjemahan kalimat
    maka pendeskripsian selesai.
}

```

LAMPIRAN I

SOURCE CODE PROGRAM

MENU

```
using System;
using System.Drawing;
using System.Windows.Forms;

namespace ProgramSkripsi
{
    public partial class Menu : Form
    {
        public Menu()
        {
            InitializeComponent();
        }
        void Btn_pembangkit_kunciClick(object sender, EventArgs e)
        {
            PembangkitKunci a = new PembangkitKunci();
            a.Show();
            this.Hide();
        }
        void Btn_enkripsiClick(object sender, EventArgs e)
        {
            Enkripsi a = new Enkripsi();
            a.Show();
            this.Hide();
        }
        void Btn_dekripsiClick(object sender, EventArgs e)
        {
            Dekripsi a = new Dekripsi();
            a.Show();
            this.Hide();
        }
        void Button1Click(object sender, EventArgs e)
        {
            About a = new About();
            a.Show();
            this.Hide();
        }
    }
}
```

MAIN FORM

```
using System;
using System.Collections.Generic;
using System.Drawing;
using System.Windows.Forms;

namespace ProgramSkripsi
{
    public partial class MainForm : Form
    {
        public MainForm()
        {
            InitializeComponent();
        }
        void Btn_mulaiClick(object sender, EventArgs e)
        {
            Menu a = new Menu();
            a.Show();
            this.Hide();
        }
    }
}
```

PEMBANGKIT KUNCI

```
using System;
using System.IO;
using System.Text;
using System.Drawing;
using System.Windows.Forms;
using System.Collections.Generic;
using System.Diagnostics;
using word = Microsoft.Office.Interop.Word ;

namespace ProgramSkripsi
{
    public partial class PembangkitKunci : Form
    {
        public PembangkitKunci()
        {
            InitializeComponent();
        }
    }
}
```

```

long q,beta,i=0,a,alpha;
int prima;
int[] bin;
Random r1 =new Random();
long sam(long x, long y, long z)
{
    long r;
    int [] bin = new int[32];
    int i;
    r = x;
    i = 0;
    while( y > 0 )
    {
        if (y % 2 == 0)
        {
            bin[i] = 0;
        }
        else
        {
            bin[i] = 1;
        }
        y = y/2;
        i++;
    }
    i--;
    while(i>0)
    {
        r = (r * r) % z;
        if (r<0)
        {
            r=r*-1;
        }
        if( bin[--i] == 1 )
        {
            r = (r * x) % z;
        }
    }
    return r;
}
int bilprima()
{
    Ulang:
    long hasil;
    int p=0,d=0,x=0,a;
    bool[] b = new bool[10000];;

```



```

bool cekprima=false;
while (cekprima==false)
{
    p=(r1.Next(256,10000));
    x=p;
    for (i=1; i<=p; i++)
    {
        b[i] = false;
    }
    while (x>0)
    {
        x=x/10;
        d=d+1;
    }
    while (d>0)
    {
        Lagi:
        a = (r1.Next(2,p-2));
        if(b[a] == false)
        {
            b[a] = true;
        }
        else
        {
            goto Lagi;
        }
        hasil = sam(a,p-1,p);
        if (hasil == 1)
        {
            d=d-1;
        }
        else
        {
            goto Ulang;
        }
    }
    cekprima=true;
}
return p;
}
long el_primitive(int prima, long q)
{
    long ran=0;
    long cek1, cek2;
    bool cekprimitive=false;

```

```

while(cekprimitive==false)
{
    ran=r1.Next(2,prima-1);
    cek1=sam(ran,2,prima);
    cek2=sam(ran,q,prima);
    if (cek1!=1 && cek2!=1)
        cekprimitive=true;
}
return ran;
}
void Btn_generateClick(object sender, EventArgs e)
{
    prima=bilprima();
    q=(prima-1)/2;
    alpha=el_primitive(prima,q);
    a=r1.Next(2,prima-2);
    beta=sam(alpha,a,prima);
    nilai_p.Text=prima.ToString();
    nilai_alpha.Text=alpha.ToString();
    nilai_a.Text=a.ToString();
    nilai_beta.Text=beta.ToString();
}
void Btn_simpanClick(object sender, EventArgs e)
{
    SaveFileDialog simpanKunciPublicElGamal = new SaveFileDialog();
    simpanKunciPublicElGamal.Filter = "Kunci Public ElGamal
(*.KunciPublic)*.KunciPublic";
    simpanKunciPublicElGamal.Title = "Simpan Kunci Public ElGamal";

    SaveFileDialog simpanKunciPrivateElGamal = new SaveFileDialog();
    simpanKunciPrivateElGamal.Filter = "Kunci Private ElGamal
(*.KunciPrivate)*.KunciPrivate";
    simpanKunciPrivateElGamal.Title = "Simpan Kunci Private ElGamal";
    if(simpanKunciPublicElGamal.ShowDialog()==DialogResult.OK)
    {
        StreamWriter writer = new
StreamWriter(simpanKunciPublicElGamal.OpenFile());
        writer.WriteLine(nilai_p.Text);
        writer.WriteLine(nilai_alpha.Text);
        writer.WriteLine(nilai_beta.Text);
        writer.Dispose();
        writer.Close();
    }
    if(simpanKunciPrivateElGamal.ShowDialog()==DialogResult.OK)
    {

```

```

        StreamWriter writer = new
StreamWriter(simpanKunciPrivateElGamal.OpenFile());
        writer.WriteLine(nilai_a.Text);
        writer.Dispose();
        writer.Close();
    }
    MessageBox.Show("Anda Berhasil Menyimpan Kunci");
}
void Btn_kembaliClick(object sender, EventArgs e)
{
    Menu b = new Menu();
    b.Show();
    this.Hide();
}
}
}

```

ENKRIPSI

```

using System;
using System.IO;
using System.Text;
using System.Drawing;
using System.Windows.Forms;
using System.Collections.Generic;
using System.Diagnostics;
using word = Microsoft.Office.Interop.Word;

```

```

namespace ProgramSkripsi
{
    public partial class Enkripsi : Form
    {
        string metode;
        int p,alpha,a,beta;
        Random r =new Random();
        int[] c1;
        int[] c2;
        public Enkripsi()
        {

```

```

InitializeComponent();
}
int sam(int x, int y, int z)
{
    int r;
    int [] bin = new int[32];
    int i;
    r = x;
    i = 0;
    while( y > 0 )
    {
        if (y % 2 == 0)
        {
            bin[i] = 0;
        }
        else
        {
            bin[i] = 1;
        }
        y = y/2;
        i++;
    }
    i--;
    while(i>0)
    {
        r = (r * r) % z;
        if (r<0)
        {
            r=r*-1;
        }
        if( bin[--i] == 1 )
        {
            r = (r * x) % z;
        }
    }
    return r;
}
void Btn_browseClick(object sender, EventArgs e)
{

```

```

open.Filter = "Document (MsWord)|*.docx";
open.Title = "Open File : ";
open.FileName = "";
open.RestoreDirectory = true;
if(open.ShowDialog() == DialogResult.OK)
{
    metode = open.FileName.Substring (open.FileName.Length-4,4);
    string dirName = System.IO.Path.GetDirectoryName(open.FileName);
    string drive =
dirName.Split(System.IO.Path.VolumeSeparatorChar)[1];
    cari.Text = dirName + "\\\" + open.SafeFileName.ToString();
}
var timerDocx = new Stopwatch();
timerDocx.Start();
try
{
    object miss= System.Reflection.Missing.Value;
    object readOnly= true;
    object filenameO = cari.Text.ToString();
    Microsoft.Office.Interop.Word.Application word = new
Microsoft.Office.Interop.Word.ApplicationClass();
    Microsoft.Office.Interop.Word.Document docs =
word.Documents.Open(ref filenameO, ref miss, ref readOnly, ref miss, ref miss,
ref miss, ref miss, ref miss,ref miss, ref miss, ref miss, ref miss, ref
miss, ref miss, ref miss);
    docs.ActiveWindow.Selection.WholeStory();
    docs.ActiveWindow.Selection.Copy();
    IDataObject data =
System.Windows.Forms.Clipboard.GetDataObject();
    String fileText =
data.GetData(System.Windows.Forms.DataFormats.Text).ToString();
    System.Windows.Forms.Clipboard.SetDataObject(string.Empty);
    string plainText = data.GetData(DataFormats.Text).ToString();
    plaintext.Text = plainText;
    jumlahkarakter.Text = plainText.Length.ToString();
    timerDocx.Stop();
    waktuproses1.Text=
(int.Parse(timerDocx.Elapsed.ToString("ffffff"))/10000f).ToString();
}

```

```

catch(Exception err)
{
    MessageBox.Show(err.Message);
}
}
void Btn_importClick(object sender, EventArgs e)
{
    string [] tampung = new string[4];
    dialog = new OpenFileDialog();
    dialog.Filter = "Kunci Public ElGamal (*.KunciPublic)*.KunciPublic";
    if(dialog.ShowDialog() == DialogResult.OK)
    {
        StreamReader sr = new StreamReader(dialog.FileName);
        for(int i=0;i<3;i++)
        {
            tampung[i]=sr.ReadLine();
        }
    }
    if(dialog.FileName!="")
    {
        p=Convert.ToInt32(tampung[0]);
        alpha=Convert.ToInt32(tampung[1]);
        beta=Convert.ToInt32(tampung[2]);
        nilai_p.Text=p.ToString();
        nilai_alpha.Text=alpha.ToString();
        nilai_beta.Text=beta.ToString();
    }
}
void Btn_enkripsi_kunciClick(object sender, EventArgs e)
{
    var timerEnkKun = new Stopwatch();
    timerEnkKun.Start();
    int k = 0,y=0;
    string temp=" ";
    c1 = new int[plaintext.Text.Length];
    c2 = new int[plaintext.Text.Length];
    for(int i=0;i<plaintext.Text.Length;i++)
    {
        k = r.Next(2,(p-1));
    }
}

```


DEKRIPSI

```
namespace ProgramSkripsi
{
    partial class Dekripsi
    {
        /// <summary>
        /// Designer variable used to keep track of non-visual components.
        /// </summary>
        private System.ComponentModel.IContainer components = null;
        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.Label label2;
        private System.Windows.Forms.TextBox nilai_p;
        private System.Windows.Forms.Label label3;
        private System.Windows.Forms.TextBox nilai_a;
        private System.Windows.Forms.Label label4;
        private System.Windows.Forms.Label label5;
        private System.Windows.Forms.RichTextBox nilai_r;
        private System.Windows.Forms.RichTextBox nilai_t;
        private System.Windows.Forms.Button btn_browse;
        private System.Windows.Forms.OpenFileDialog open;
        private System.Windows.Forms.Button btn_dekripsi_kunci;
        private System.Windows.Forms.Label label6;
        private System.Windows.Forms.Label label7;
        private System.Windows.Forms.TextBox waktuproses1;
        private System.Windows.Forms.Button btn_kembali;
        private System.Windows.Forms.OpenFileDialog dialog;
        private System.Windows.Forms.Label label11;
        private System.Windows.Forms.PictureBox pictureBox1;
        private System.Windows.Forms.Label label15;
        private System.Windows.Forms.Button btn_privat;
        private System.Windows.Forms.RichTextBox kunci;
        private System.Windows.Forms.Button btn_simpan;

        /// <summary>
        /// Disposes resources used by the form.
        /// </summary>
    }
}
```



```

    /// <param name="disposing">true if managed resources should be
disposed; otherwise, false.</param>
    protected override void Dispose(bool disposing)
    {
        if (disposing) {
            if (components != null) {
                components.Dispose();
            }
        }
        base.Dispose(disposing);
    }

    /// <summary>
    /// This method is required for Windows Forms designer support.
    /// Do not change the method contents inside the source code editor. The
Forms designer might
    /// not be able to load this method if it was changed manually.
    /// </summary>
    private void InitializeComponent()
    {
        System.ComponentModel.ComponentResourceManager resources = new
System.ComponentModel.ComponentResourceManager(typeof(Dekripsi));
        this.label1 = new System.Windows.Forms.Label();
        this.label2 = new System.Windows.Forms.Label();
        this.nilai_p = new System.Windows.Forms.TextBox();
        this.label3 = new System.Windows.Forms.Label();
        this.nilai_a = new System.Windows.Forms.TextBox();
        this.label4 = new System.Windows.Forms.Label();
        this.label5 = new System.Windows.Forms.Label();
        this.btn_browse = new System.Windows.Forms.Button();
        this.open = new System.Windows.Forms.OpenFileDialog();
        this.btn_dekripsi_kunci = new System.Windows.Forms.Button();
        this.label6 = new System.Windows.Forms.Label();
        this.label7 = new System.Windows.Forms.Label();
        this.waktuproses1 = new System.Windows.Forms.TextBox();
        this.btn_kembali = new System.Windows.Forms.Button();
        this.dialog = new System.Windows.Forms.OpenFileDialog();
        this.label11 = new System.Windows.Forms.Label();
        this.label15 = new System.Windows.Forms.Label();
    }

```

```

this.btn_private = new System.Windows.Forms.Button();
this.nilai_r = new System.Windows.Forms.RichTextBox();
this.nilai_t = new System.Windows.Forms.RichTextBox();
this.kunci = new System.Windows.Forms.RichTextBox();
this.btn_simpan = new System.Windows.Forms.Button();
this.pictureBox1 = new System.Windows.Forms.PictureBox();
((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).BeginInit
nit();
this.SuspendLayout();
//
// label1
//
this.label1.BackColor = System.Drawing.Color.DarkTurquoise;
this.label1.Font = new System.Drawing.Font("MS Reference Sans Serif",
10F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)0));
this.label1.Location = new System.Drawing.Point(6, 113);
this.label1.Name = "label1";
this.label1.Size = new System.Drawing.Size(1134, 28);
this.label1.TabIndex = 0;
this.label1.Text = " Dekripsi Pesan";
//
// label2
//
this.label2.Location = new System.Drawing.Point(15, 162);
this.label2.Name = "label2";
this.label2.Size = new System.Drawing.Size(100, 22);
this.label2.TabIndex = 1;
this.label2.Text = "p ";
//
// nilai_p
//
this.nilai_p.Location = new System.Drawing.Point(49, 162);
this.nilai_p.Name = "nilai_p";
this.nilai_p.Size = new System.Drawing.Size(180, 26);
this.nilai_p.TabIndex = 2;
//
// label3
//

```

```

this.label3.Location = new System.Drawing.Point(264, 162);
this.label3.Name = "label3";
this.label3.Size = new System.Drawing.Size(100, 22);
this.label3.TabIndex = 3;
this.label3.Text = "a ";
//
// nilai_a
//
this.nilai_a.Location = new System.Drawing.Point(303, 162);
this.nilai_a.Name = "nilai_a";
this.nilai_a.Size = new System.Drawing.Size(180, 26);
this.nilai_a.TabIndex = 4;
//
// label4
//
this.label4.Location = new System.Drawing.Point(15, 202);
this.label4.Name = "label4";
this.label4.Size = new System.Drawing.Size(100, 23);
this.label4.TabIndex = 5;
this.label4.Text = "r ";
//
// label5
//
this.label5.Location = new System.Drawing.Point(15, 314);
this.label5.Name = "label5";
this.label5.Size = new System.Drawing.Size(100, 23);
this.label5.TabIndex = 6;
this.label5.Text = "t ";
//
// btn_browse
//
this.btn_browse.BackColor = System.Drawing.Color.Silver;
this.btn_browse.Location = new System.Drawing.Point(1005, 148);
this.btn_browse.Name = "btn_browse";
this.btn_browse.Size = new System.Drawing.Size(91, 36);
this.btn_browse.TabIndex = 9;
this.btn_browse.Text = "Browse";
this.btn_browse.UseVisualStyleBackColor = false;
this.btn_browse.Click += new

```

```

System.EventHandler(this.Btn_browseClick);
    //
    // open
    //
    this.open.FileName = "openFileDialog1";
    //
    // btn_dekripsi_kunci
    //
    this.btn_dekripsi_kunci.BackColor = System.Drawing.Color.LightCoral;
    this.btn_dekripsi_kunci.Location = new System.Drawing.Point(1005,
457);
    this.btn_dekripsi_kunci.Name = "btn_dekripsi_kunci";
    this.btn_dekripsi_kunci.Size = new System.Drawing.Size(91, 58);
    this.btn_dekripsi_kunci.TabIndex = 10;
    this.btn_dekripsi_kunci.Text = "Dekripsi Kunci";
    this.btn_dekripsi_kunci.UseVisualStyleBackColor = false;
    this.btn_dekripsi_kunci.Click += new
System.EventHandler(this.Btn_dekripsi_kunciClick);
    //
    // label6
    //
    this.label6.Font = new System.Drawing.Font("MS Reference Sans Serif",
8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)(0)));
    this.label6.Location = new System.Drawing.Point(5, 419);
    this.label6.Name = "label6";
    this.label6.Size = new System.Drawing.Size(100, 23);
    this.label6.TabIndex = 11;
    this.label6.Text = "Plaintext";
    //
    // label7
    //
    this.label7.Font = new System.Drawing.Font("MS Reference Sans Serif",
8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)(0)));
    this.label7.Location = new System.Drawing.Point(5, 528);
    this.label7.Name = "label7";
    this.label7.Size = new System.Drawing.Size(100, 23);
    this.label7.TabIndex = 13;

```

```

this.label7.Text = "Waktu ";
//
// waktuproses1
//
this.waktuproses1.Location = new System.Drawing.Point(112, 525);
this.waktuproses1.Name = "waktuproses1";
this.waktuproses1.Size = new System.Drawing.Size(200, 26);
this.waktuproses1.TabIndex = 14;
//
// btn_kembali
//
this.btn_kembali.BackColor = System.Drawing.Color.Gold;
this.btn_kembali.Location = new System.Drawing.Point(1005, 528);
this.btn_kembali.Name = "btn_kembali";
this.btn_kembali.Size = new System.Drawing.Size(91, 38);
this.btn_kembali.TabIndex = 32;
this.btn_kembali.Text = "Kembali";
this.btn_kembali.UseVisualStyleBackColor = false;
this.btn_kembali.Click += new
System.EventHandler(this.Btn_kembaliClick);
//
// dialog
//
this.dialog.FileName = "openFileDialog1";
//
// label11
//
this.label11.Font = new System.Drawing.Font("MS Reference Sans
Serif", 9F, System.Drawing.FontStyle.Regular,
System.Drawing.GraphicsUnit.Point, ((byte)(0)));
this.label11.ImageAlign = System.Drawing.ContentAlignment.TopLeft;
this.label11.Location = new System.Drawing.Point(129, 9);
this.label11.Name = "label11";
this.label11.Size = new System.Drawing.Size(462, 88);
this.label11.TabIndex = 47;
this.label11.Text = "FAKULTAS SAINS DAN TEKNOLOGI
\r\nUNIVERSITAS ISLAM NEGERI SUMATERA UTARA";
this.label11.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
//

```

```

// label15
//
this.label15.Font = new System.Drawing.Font("MS Reference Sans
Serif", 9F, System.Drawing.FontStyle.Regular,
System.Drawing.GraphicsUnit.Point, ((byte)(0)));
this.label15.Location = new System.Drawing.Point(721, 14);
this.label15.Margin = new System.Windows.Forms.Padding(4, 0, 4, 0);
this.label15.Name = "label15";
this.label15.Size = new System.Drawing.Size(383, 83);
this.label15.TabIndex = 45;
this.label15.Text = "Pengamanan Data Teks Menggunakan\r\nAlgoritma
Prime Generator Fermat \r\ndan Algoritma" +
"a ElGamal";
this.label15.TextAlign =
System.Drawing.ContentAlignment.MiddleCenter;
//
// btn_private
//
this.btn_private.BackColor = System.Drawing.Color.Silver;
this.btn_private.Location = new System.Drawing.Point(892, 148);
this.btn_private.Name = "btn_private";
this.btn_private.Size = new System.Drawing.Size(91, 36);
this.btn_private.TabIndex = 48;
this.btn_private.Text = "Private";
this.btn_private.UseVisualStyleBackColor = false;
this.btn_private.Click += new
System.EventHandler(this.Btn_privateClick);
//
// nilai_r
//
this.nilai_r.Location = new System.Drawing.Point(48, 199);
this.nilai_r.Name = "nilai_r";
this.nilai_r.Size = new System.Drawing.Size(935, 96);
this.nilai_r.TabIndex = 49;
this.nilai_r.Text = "";
//
// nilai_t
//
this.nilai_t.Location = new System.Drawing.Point(48, 311);

```

```

this.nilai_t.Name = "nilai_t";
this.nilai_t.Size = new System.Drawing.Size(935, 96);
this.nilai_t.TabIndex = 50;
this.nilai_t.Text = "";
//
// kunci
//
this.kunci.Location = new System.Drawing.Point(112, 419);
this.kunci.Name = "kunci";
this.kunci.Size = new System.Drawing.Size(871, 96);
this.kunci.TabIndex = 51;
this.kunci.Text = "";
//
// btn_simpan
//
this.btn_simpan.BackColor = System.Drawing.Color.YellowGreen;
this.btn_simpan.Location = new System.Drawing.Point(880, 528);
this.btn_simpan.Name = "btn_simpan";
this.btn_simpan.Size = new System.Drawing.Size(103, 38);
this.btn_simpan.TabIndex = 52;
this.btn_simpan.Text = "Simpan";
this.btn_simpan.UseVisualStyleBackColor = false;
this.btn_simpan.Click += new
System.EventHandler(this.Btn_simpanClick);
//
// pictureBox1
//
this.pictureBox1.Image =
((System.Drawing.Image)(resources.GetObject("pictureBox1.Image")));
this.pictureBox1.Location = new System.Drawing.Point(18, 6);
this.pictureBox1.Name = "pictureBox1";
this.pictureBox1.Size = new System.Drawing.Size(103, 88);
this.pictureBox1.SizeMode =
System.Windows.Forms.PictureBoxSizeMode.StretchImage;
this.pictureBox1.TabIndex = 53;
this.pictureBox1.TabStop = false;
//
// Dekripsi
//

```

```

this.AutoScaleDimensions = new System.Drawing.SizeF(9F, 20F);
this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
this.BackColor = System.Drawing.SystemColors.GradientActiveCaption;
this.ClientSize = new System.Drawing.Size(1112, 567);
this.Controls.Add(this.pictureBox1);
this.Controls.Add(this.btn_simpan);
this.Controls.Add(this.kunci);
this.Controls.Add(this.nilai_t);
this.Controls.Add(this.nilai_r);
this.Controls.Add(this.btn_private);
this.Controls.Add(this.label11);
this.Controls.Add(this.label15);
this.Controls.Add(this.btn_kembali);
this.Controls.Add(this.waktuproses1);
this.Controls.Add(this.label7);
this.Controls.Add(this.label6);
this.Controls.Add(this.btn_dekripsi_kunci);
this.Controls.Add(this.btn_browse);
this.Controls.Add(this.label5);
this.Controls.Add(this.label4);
this.Controls.Add(this.nilai_a);
this.Controls.Add(this.label3);
this.Controls.Add(this.nilai_p);
this.Controls.Add(this.label2);
this.Controls.Add(this.label1);
this.Name = "Dekripsi";
this.Text = " Dekripsi";
((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).EndInit
);
this.ResumeLayout(false);
this.PerformLayout();
}
}
}

```


LAMPIRAN II

OBJEK LAIN IIMPLEMENTASI PROGRAM

Pengujian tambahan ini menggunakan data teks yang lebih banyak.
Dengan jumlah karakter 3200.

1. Pembangkit Kunci

PembangkitKunci

FAKULTAS SAINS DAN TEKNOLOGI
UNIVERSITAS ISLAM NEGERI SUMATERA UTARA

Pengamanan Data Teks Menggunakan
Algoritma Prime Generator Fermat
dan Algoritma ElGamal

PEMBANGKIT KUNCI

KEMBALI

p: 1433

alpha: 184

a: 108

beta: 454

SIMPAN GENERATE

2. Enkripsi

Enkripsi

FAKULTAS SAINS DAN TEKNOLOGI
UNIVERSITAS ISLAM NEGERI SUMATERA UTARA

Pengamanan Data Teks Menggunakan
Algoritma Prime Generator Fermat
dan Algoritma ElGamal

Enkripsi Pesan

Direktori File: C:\Data Andre\UIN SUMATERA UTARA\Beasiswa\Beasiswa Inan Umanan\Motivation Letter Se [Browse]

Plaintext: MOTIVASI SAYA MENGIKUTI SEJUTA CITA
Saya Andre Gual, orang yang memiliki garis besar untuk mengembangkan keterampilan dan wawasan yang bermanfaat di dunia. Saya harap kamu akan bisa menguasai di dunia.

Jumlah Karakter: 3200 Waktu: 748.3389

p: 1433 alpha: 184 beta: 454 k: 101 1352 1921 [Browse]

r: 1318 1282 1242 1202 1162 1122 1082 1042 1002 962 922 882 842 802 762 722 682 642 602 562 522 482 442 402 362 322 282 242 202 162 122 82 42 2 1318 1282 1242 1202 1162 1122 1082 1042 1002 962 922 882 842 802 762 722 682 642 602 562 522 482 442 402 362 322 282 242 202 162 122 82 42 2 557 638 1231 909 1262 646 966 734 1023 381 1254 415 932 674 104 1175 844 215 1130 654 1413 36 74 903 495 550 1092 318 459 795 676 1323 1279 404 613 919 355 232 1118 568 653 114 91 821 299 1150 139 1080 16 1215 773 300 785 265 91 44 1354 870 110 1008 1242 1400 1219 369 478 1135 218 952 26 259 542 27 889 1396 1355 446 969 1170 1276 1204 1326 286 199 993 813 873 102 106 1091 870 1306 91

t: 733 1090 1232 1250 1233 275 688 301 1427 1332 1095 3 1126 334 819 64 1012 135 1146 1213 1225 502 1352 861 699 539 474 394 144 1206 636 1068 908 1080 1263 1152 958 504 136 1396 503 1219 1231 1379 192 1167 852 1407 30 243 471 903 1356 1148 869 202 1040 660 391 522 6 925 1363 1025 381 1223 274 953 601 333 697 591 585 451 123 340 995 49 245 88 305 766 227 1171 1067 983 776 1316 808 1397 152 130 889 269 816 201 678 82 1746 1776 156 963 1766 85 767 1167 1567 773 416 409 821 247 1161 877

Waktu: 126.1079

Enkripsi Kunci Simpan Kembali

3. Dekripsi

Dekripsi

FAKULTAS SAINS DAN TEKNOLOGI
UNIVERSITAS ISLAM NEGERI SUMATERA UTARA

Pengamanan Data Teks Menggunakan
Algoritma Prime Generator Fermat
dan Algoritma ElGamal

Dekripsi Pesan

ID: 1433 Kunci: 100 Private Browse

1070 854 1407 318 893 251 1285 1208 788 722 1065 193 1028 853 594 447 1010 980 200 689 1154 219 1223 72 1081 219
897 940 735 165 81 5 794 1196 1030 696 945 63 251 1283 1195 1277 395 693 1366 175 103 383 1391 1044 790 881 253
1118 125 1078 16 53 566 822 1411 695 302 223 186 1146 1417 1040 1349 432 1225 607 1069 1298 1093 1260 1205 119
576 595 817 1035 907 1299 142 764 148 739 1305 546 1001 690 1174 1095 1244 311 854 1229 175 655 616 867 465 689
271 868 1433 846 1481 176 680 807 1701 48 4311 175 813 218 868 235 1406 1334 171 4766 767 1005 583 4989 232 1418

1 733 1090 1232 1250 1233 275 680 301 1427 1332 1095 3 1126 334 819 64 1012 135 1146 1213 1225 502 1392 861 699
539 474 394 144 1206 636 1068 908 1080 1263 1152 958 504 136 1396 503 1219 1231 1379 192 1167 852 1407 30 243
471 903 1356 1148 869 202 1040 660 391 522 6 525 1363 1025 381 1223 274 963 601 333 697 591 585 451 123 340 995
49 245 88 305 766 227 1171 1067 983 776 1316 808 1397 152 139 580 658 525 601 978 56 1245 1275 195 853 1255 83
787 1023 1487 771 416 889 867 247 1023 877 874 806 849 747 145 5576 786 1487 766 1396 172 270 1713 764 910 821

Plaintext: MOTIVASI SAYA MENGIKUTI SEJUTA CITA.
Saya Andre Gusli, orang yang memiliki passion besar untuk mengembangkan keterampilan dan potensi yang bisa
mengembangkan diri dan dapat berguna bagi masyarakat saya, terutama untuk meningkatkan keterampilan
kepemimpinan saya dan juga mendidik jaringan ke semua teman-teman saya Indonesia.
Cita saya berkembang dari waktu ke waktu dalam berbagai kesempatan. Semangat, passion, minat, minat, semangat dan kemampuan.

Waktu: 222.9765 Simpan Kembali



LAMPIRAN III



ANDRE GUSLI

BACHELOR OF COMPUTER SCIENCE

ABOUT

Bachelor of Computer Science focus on data security. Experienced, Project Manager, IT Support and Public Relations Officer with a demonstrated history of working in the Startup industry. Skilled in Decision-Making, Computer and Network, Data Security, Management, Writing, Leadership, Negotiation and Web Content Writing. Strong business development professional graduated from UIN Sumatera Utara.

PERSONAL INFORMATION

Phone : +628 5762415365
Email : andregusli8@gmail.com
LinkedIn : Andre Gusli
Instagram : lelakilangit_99
Born : Tembung, May 31th 1998
Address : Jl Kramat Lontar Gg VIII Rt : 09 / Rw : 01 No. E395, Paseban, Senen, Jakarta Pusat. 10440.

EDUCATION

2016-2021 Bachelor of Computer Science, Faculty Science and Technology, State Islamic University of Sumatera Utara. **GPA 3.62.**

2013-2016 Vocational High School of Cerdas Murni major on Computer and Network.

SKILLS

Project Management
People Management
Graphic Design
Computer and Network
Programing
Organization Development
Critical Thinking
Public Speaking
Teamwork
Leadership
Public Relations
Decision Making
Negotiation
Ms.Office (Word, Excel, Ppt)

SCHOLARSHIP

2018-2020 Central of Bank Indonesia Scholarship
2017-2019 YBM BRI Scholarship
2017-2018 PPA Scholarship

INTERNSHIP & WORK EXPERIENCE

PT. FRISIDEA TECHNOLOGY AS A PROJECT MANAGER
August 2021 - Now

- Creating Workflow and BRD (Business Requirements Document) before starting the project
- Testing and creating bugs report
- Ensuring the project is completed on time
- Coordinate with the team for each project target
- Project management through JIRA

STARTUP SEMUD AS A CHIEF PUBLIC RELATION OFFICER
February 2020 - Juli 2021

- Build relationships with schools and parents of students who will be users of semud.id

PT. JASA MARGA PERSERO.TBK CABANG BELMERA AS A STAFF IT DIVISION
September 2019-December 2019 (Internship)

- Manage the data of every vehicle that enters the toll road along with its transactions

ORGANIZATIONS

2019-2021 **INDONESIAN SCIENTIST & TECHNOLOGIST COMMUNITY CENTER - STUDENT CLUSTER AS A SUMBAGUT REGIONAL COORDINATOR**
2018-2020 **STUDENT RESEARCH AND SCIENTIFIC INSTITUTIONS AS A PRESIDENT**
2018-2020 **NEW GENERATION OF INDONESIA AS A HEAD OF EDUCATION DIVISION**

ACHIEVEMENTS

2019 **THE MOST OUTSTANDING STUDENT OF SAINS AND TECHNOLOGY FACULTY, UINSU**
2017 **THE 2nd WINNER OF FACULTY SAINS AND TECHNOLOGY PAPER COMPETITION**
2017 **THE 1st WINNER OF IT COMPETITION, UINSU**

VOLUNTEER

2019-2021 **NATIONAL CHILDREN FORUM AS A FACILITATOR, WEBSITE TEAM AND CODE OF ETHICS TEAM**
This organization under the ministry of women empowerment and child protection of the Republic of Indonesia.

LAMPIRAN IV

VI	7 Agustus 2020	REVISI BAB II		5 Agustus 2020	REVISI BAB IV	
VII	30 Agustus 2020	REVISI BAB V		12 Agustus 2020	REVISI BAB V	
VIII	30 September 2020	REVISI RESIMPULAN DAFTAR PUSTAKA		19 September 2020	REVISI RESIMPULAN	
IX	21 Oktober 2020	ACC SEMUA BAB		19 Oktober 2020	ACC SEMUA BAB	
X	21 Oktober 2020	ACC SIDANG	<p>Acc Sidang tanggal 21/10/2020</p> <p>KUMEN ERATOR I</p> <p><i>[Signature]</i></p> <p>Dr. Abdul Fiq</p>	19 Oktober 2020	ACC SIDANG	<i>[Signature]</i>

