```
2 #define CEASAR_H_
 (up a dir)
                                  4 #include <iostream>
src/
                                  5 #include <cctype>
ceasar.cpp
                                  6 #include <string>
CeasarCypher.make
Makefile
                                  8 std::string encrypt(std::string phrase, int key)
premake5.lua
                                      for(int i = 0; i <= phrase.length(); i++)</pre>
                                        if(std::isalpha(phrase[i]))
                                          phrase[i] = std::tolower(phrase[i]);
                                          for (int j = 0; j < \text{key}; j++)
                                            if(phrase[i] == 'z')
                                              phrase[i] = 'a';
                                            else
                                              phrase[i]++;
                                      return phrase;
                                   std::string decrypt(std::string phrase)
                                      for(int i = 1; i < 26; i++)
                                        for(int j = 0; j < phrase.length(); j++)</pre>
                                          if(std::isalpha(phrase[j]))
                                            if(phrase[j] == 'z')
                                              phrase[j] = 'a';
                                              phrase[j] = phrase[j] + i;
                                        std::cout << phrase << std::endl;</pre>
                                    return phrase;
                                    #endif
```

```
p a dir)
//
sar.cpp
sar.h
sarcypher.make
efile
make5.lua

3
4 int main(int argc, char **argv)
5
{
    std::string input;
    std::cout << "Enter phrase: ";
    std::cin >> input;

    std::cout << "Encrypted: " << einput << std::endl;

    // TODO: This is for testing, not working at the moment
    std::string dinput = decrypt(einput);
    std::cout << "Decrypted: " << dinput << std::endl;

    std::cin.get();
    return 0;
21
}</pre>
```