

Playfair.java

keyword: string
square: array
letter1x: int
letter1y: int
letter2x: int
letter2y: int

+sameRow(): letter1x, letter1y, letter2x, letter2y
+sameColumn(); letter1x, letter1y, letter2x, letter2y
+square(): letter1x, letter1y, letter2x, letter2y
-getLetter1()
-getLetter2()