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Fall 2018

CIT-130

Java Object Orientated

CCAC

Enigma Machine

Enigma Machine Github Repository

We created an Enigma machine emulator with a GUI. Our project creates the enigma machine using java objects. It, as of 12/12/18, will encode each letter as you type, but does not keep track of what you type. We have planned for a set of functional plugs, but were not able to get them into the GUI at this time.

https://en.wikipedia.org/wiki/Enigma_machine

https://en.wikipedia.org/wiki/Enigma_rotor_details

https://cryptologicfoundation.org/visit/museum/museum_exhibits/recentexhibits/enigma-exhibit-upgrade.html

https://www.youtube.com/watch?v=d2NWPG2gB_A

https://www.youtube.com/watch?v=kj_7Jc1mS9k

Possible expansion ideas

- Use the preexisting plug object to add plug support to the GUI
- Add a function to the GUI to enable it to keep track of what you typed and the result
- Adjust the GUI to be more aesthetically pleasing
- Add the ability to change reflectors
- Add the possibility of more rotors, as we used only the main 8