Pseudocode

* Create stage.setScene method to set stage
* Using RadioButton Controls to ask a user’s choice(Caesar Cipher or Bellaso Cipher) and (encrypt a string, decrypt a string, clear and exit)
* Using if-else loop to continue the code
* If (Caesar cipher)
* Using TextField controls to ask the user to enter encrypt string, encrypted string, and cyber key.
* Using getTarget and getText to get the inputs
* If the user chooses encrypt string
* Calculate decrypt string to the ASCII code.
* change cyber key to integer type.
* Each ASCII code number plus the cyber key to get new ASCII code(if the number is outside of the range, using number – (range +1) to get the number of the code
* Change ASCII code to string
* If the user choose decrypt string
* Calculate encrypt string to the ASCII code.
* change cyber key to integer type.
* Each ASCII code number mimus the cyber key to get new ASCII code(if the number is outside of the range, using number +(range +1) to get the number of the code
* Change ASCII code to string
* If “Clear”
* Set.Text (“”);
* If exit
* Exit the eyetem
* If (Bellaso Cipher)
* Using TextField controls to ask the user to enter encrypt string, encrypted string, and cyber key.
* Using getTarget and getText to get the inputs
* If the user chooses encrypt string
* Calculate decrypt string to the ASCII code.
* change cyber key to the ASCII code
* Each ASCII code number minus the ASCII code of the cyber key to get new ASCII code(if the number is outside of the range, using number – (range +1) to get the number of the code
* Change ASCII code to string
* If the user chooses decrypt string
* Calculate encrypt string to the ASCII code.
* change cyber key to integer type.
* Each ASCII code number plus the cyber key to get new ASCII code(if the number is outside of the range, using number +(range +1) to get the number of the code
* Change ASCII code to string
* If “Clear”
* Set.Text (“”);
* If exit
* Exit the eyetem