Weekly Project 16
Encryption

Background: Encryption has invaluable applications in the world we live in today! How does each application create codes that (most) others cannot decrypt? Creativity? Now is your chance! There are many famous encryption algorithms that you can research on the internet or you can make your own!

Assignment:

1. Make up an encryption pattern that accepts at least uppercase letters. Your encryption key or strategy needs to be explained in a welcome statement at the beginning of running your program. If you have modeled yours after a famous encryption pattern, please state that in your welcome. Be creative!

2. Create a Java program that will take in a string using user input or GUI input and print out the encrypted version. It must also take in an encrypted code and print out the decrypted version. In other words, I should be able to choose encryption or decryption, enter my own secret message, and see a printout of the other code.

3. You must use multiple methods but there are few other requirements. Time to realize you have learned a lot and show your talents!

How to Submit:

Submit your java file(s) as a zip to Canvas. **Be sure to include your name in comments on each file.** You can talk about ideas with others but THE CODE MUST BE SOLELY YOURS.