Decrypter

- Encrypt a message
- Enter message on keyboard
- See decrypted message
- User missuse (enter string that is not proper encrypted)

Bombe - **Table**

ACTORS: Decrypter

DESCRIPTION:

DATA: Input from keyboard
(the message to decrypt)

STIMULUS: User command issued by
input on keyboard

RESPONSE: Create and insatance of
the Enigma machine at various settings.
Will test their output against the
crib. If they are equal, the settings have
been found and print the decrypted message

COMMENTS: If the user enters a message that
has not been encrpyted before and the settings are
not valid the Bombe will not be able to find it