## Packages (Terminal)

**morse**

+ *Encode(string): string*
+ *Decode(string): string*
+ *Start(): void*

- *prompt(): void*
- *encodeDecodeChoice(): (string, error)*
- *textPrompt(): (string, error)*
- *inputReader(): (string, error)*

**dictionary**

+ *Alphabet(): map[rune]string*
+ *Digits(): map[rune]string*
+ *P35S(): map[rune]string*
+ *All(): map[rune]string*
+ *ReversedAll(): map[string]rune*

**mapassembler (Map Assembler)**

+ *Assemble(...map[rune]string): map[rune]string*

**morse/constants**

+ *WORD_SEPARATOR = "/"*
+ *LETTER_SEPARATOR = " " (Space)*

**mapreverse (Reverse Map)**

+ *Reverse(map[string]string): map[string]string*

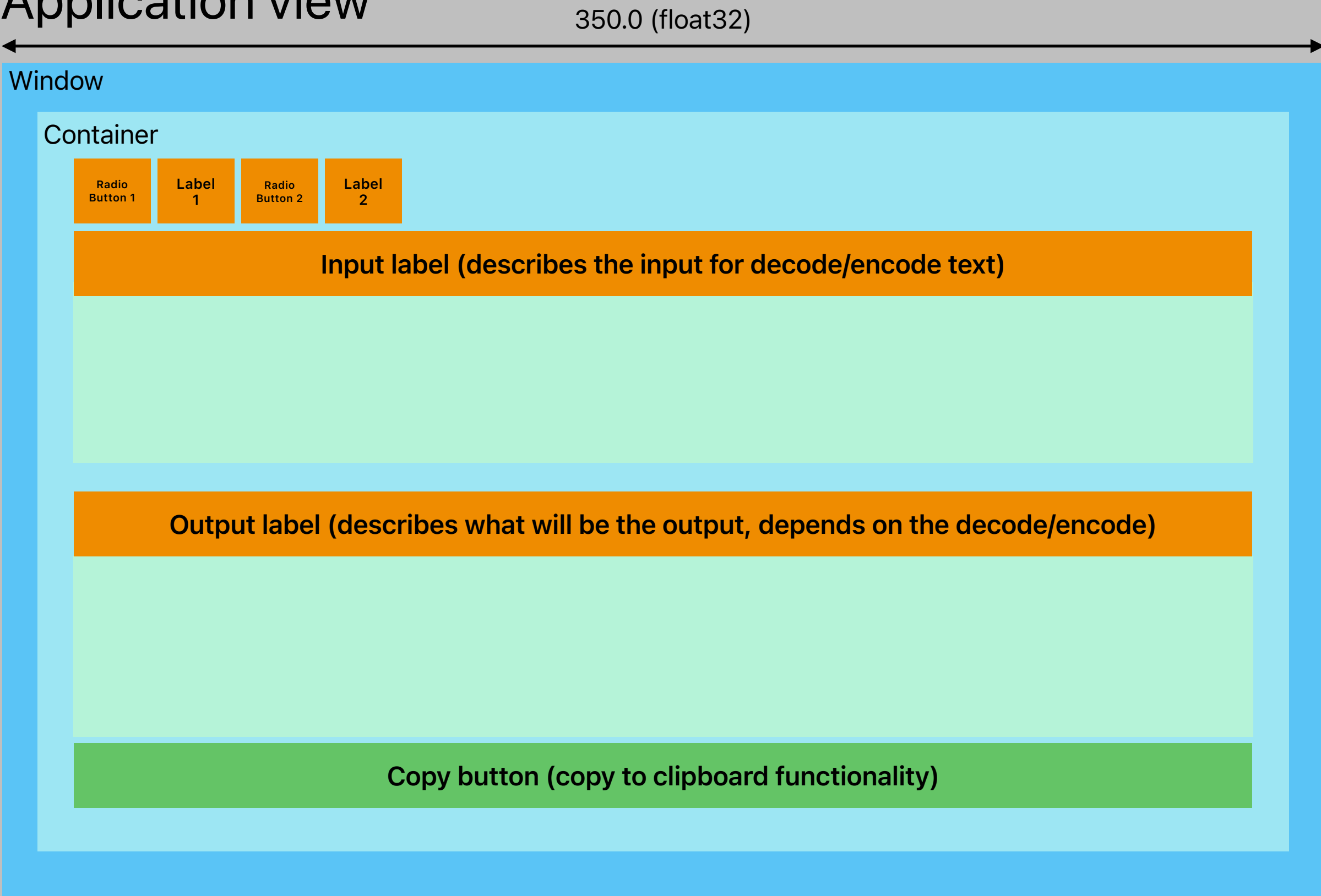## Packages (Application)

**app**

+ *Start(): void*

- *multilines(): (*widget.Label, *widget.Entry, *widget.Label, *widget.Entry)*
- *radioWidget(): *widget.RadioGroup*
- *radioAndMultiLinesContainer(fyne.Window): *fyne.Container*
- *copyButton(): *widget.Button*

**app/constants**

+ *OPT_ENCODE = "Encode"*
+ *OPT_DECODE = "Decode"*
+ *DEFAULT_WIDTH = 350.0 (float32)*

## Application view

350.0 (float32)

Window

Container

Radio Button 1 | Label 1 | Radio Button 2 | Label 2

**Input label (describes the input for decode/encode text)**

**Output label (describes what will be the output, depends on the decode/encode)**

**Copy button (copy to clipboard functionality)**

Icon

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