

Main

- + screen: Screen
- + english: Boolean
- + encryption: Boolean
- + caesar: Boolean
- + vigenere: Boolean
- + enigma: Boolean
- + keyCaesar: int
- + keyVigenere: string
- + keyEnigma: string

- + main(): int

Text

- returnPath: Boolean
- vigenereTable: matrix
- initialList: list
- firstRotor: list
- secondRotor: list
- thirdRotor: list

- format(text: Text): Text
- encrypt(text: Text): Text
- decrypt(text: Text): Text
- encryptCaesar(text: Text, key: int): Text
- decryptCaesar(text: Text, key: int): Text
- encryptVigenere(text: Text, key: string): Text
- decryptVigenere(text: Text, key: string): Text
- encryptEnigma(text: Text, key: string): Text
- decryptEnigma(text: Text, key: string): Text
- searchIndex(letter: char, alphabeth: list): int
- plugboard(letter: char): char
- shiftFirstRotor(letter: char): char
- shiftSecondRotor(letter: char): char
- shiftThirdRotor(letter: char): char
- permutationReflector(letter: char): char

Screen

- showStartAskLanguage(): int
- showMainMenu(): int
- showPrinciples(): int
- showAskKey(): int
- showAskText(): int
- showTreatedText(): int
- showLanguageSettings(): int
- showHelpPrinciples(): int
- showQuitMessage(): int