

Main

- + screen: Screen
- + english: Boolean
- + encryption: Boolean
- + cesar: Boolean
- + vigenere: Boolean
- + enigma: Boolean
- + keyCesar: int
- + keyVigenere: string
- + keyEnigma: string

- + main(): int

Text

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

- format(text: Text): Text
- encrypt(text: Text): void
- decrypt(text: Text): void
- encryptCesar(text: Text, key: int): Text
- decryptCesar(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): Text
- searchIndex(letter: char, alphabeth: list): int
- shiftFirstRotor(letter: char): char
- shiftSecondRotor(letter: char): char
- shiftThirdRotor(letter: char): char
- permutationReflector(letter: char): char

Screen

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