Enigma Ex1 By :

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**Module : EnigmaUI**

**Package : UI**

* UIManager :   
  Responsible for displaying the user menu, receiving data, and displaying the outputs. contains UIEnigmaProfile object.
* UIEnigmaProfile :   
  Object of the UI. Responsible for keeping all machine details. Contains InitialCodeConfiguration.
* InitialCodeConfiguration :  
   Object of the UI. Responsible for keeping all machine Configuration.
* RomanDigit (enum) :  
  Object of the UI. Allows a simple transition between the rotors ID and their representation in Roman numerals.

**Module : EnigmaEnigne Dependency(EnigmaMachineFactory)**

**Package : Logic**

* EngineManager :  
   The App manager in charge of all logic operations and validation. Holds an EnigmaMachine for processing strings, EnigmaComponenetFactory for creating the machine and a StatsManager for holding all stats.
* StatsManager:  
  In charge of holding all of the current machine stats  
  Using the following objects :
* CodeFormat which represent a machine's "secret".
* CodedStrings which represent a machine's output and input history.

This was the 1st BOUNS of building the machine we used your supplied interfaces, expanded them and implement them. We used a Factory method for creating,

Builder method for building the machine and its "secret", the java JAXB option for unmarsheling and more...

**Module : EnigmaMachineFactory**

**Package : EnigmaMachineFactory - Contains all off the Machine objects.**

* EnigmaComponentFactory (Interface):  
  An interface for creating a machine (Facotry Design Pattern). Its implementation – EnigmaComponentFactoryImpl
* EnigmaMachine (Interface):  
   An interface for using a machine. Its implementation – EnigmaMachineImpl
* EnigmaMachineBuilder:  
   A bulider for the machine with its parts (Builder Design Pattern)
* JAXBToActual (Singleton):  
  In charge of transforming a machine created by the java JAXB feature to our Actual machine.
* Secret (Interface):  
   Represent the machine "secret" which is the chosen rotors, their positions and the chosen reflector. With its implementation - SecretImpl
* SecretBuilder:
* A builder for the Secret object (Builder Design Pattern).

**Package : JAXBGenerated**

Contains the auto generated JAXB classes from the Enigma.xsd

**Package : Actual**

Contains our actual inner machine classes.  
 Objects such as : Enigma, Machine, Mapping, Reflect, Reflector and Rotor