

Cesar Shift Decoder - C#

```
using System;

namespace CaesarDecoder
{
    class Decoder {

        static void Main ()
        {
            Console.WriteLine(Decode("ifmmp xpsme", 1));
        }

        // Cesar shift decoder
        static public string Decode (string encrypted, int shift)
        {
            string decoded = "";
            const string ALPHABET = "abcdefghijklmnopqrstuvwxyz";
            const string NUMBERS = "0123456789";
            foreach (char character in encrypted)
            {
                string characterString = Char.ToString(character); // <--
                if (ALPHABET.Contains(characterString))
                {
                    int position = ALPHABET.IndexOf(characterString);
                    decoded = decoded + ALPHABET[position - shift];
                }
                else if (NUMBERS.Contains(characterString))
                {
                    int position = NUMBERS.IndexOf(characterString);
                    decoded = decoded + NUMBERS[position - shift];
                }
                else
                {
                    decoded = decoded + characterString; // no shift needed
                }
            }
            return decoded;
        }
    }
}
```

hello world