1) The Caesar class is initiated by :
Cipher c = new Caesar(shiftAmount);
String resulttext = c.encrypt or String ressulttext = c.decrypt

Where a new object Caesar is created and then used to convert the result by initiating encrypt/decrypt to the resulting text.

2) A label is placed beside the field of text, same applies to the shift key and result text, and the button is placed under the shift field and above the result field to activate the cipher. The message label is not dependent on any of the other components but the buttons as when activated, the message will

pop up in case I Cipher +encrypt(String plainText): String +decrypt(String cryptoText): String C Caesar C Brutus +Caesar(int kev) +Brutus() +encrypt(String plainText):String +encrypt(String plainText): String +decrypt(String cryptoText): String +decrypt(String cryptoText): String C CryptoGUI C BackdoorGUI +CryptoGUI +BackdoorGUI +initComponents() +initComponents() +encryptButtonActionPerformed +bruteButtonActionPerformed (java.awt.event.ActionEvent evt) (java.awt.event.ActionEvent evt) +checkForSpecialCaracters(String s) +decryptButtonActionPerformed (javá.awt.event.ActionEvent evt) +main(String args[]) +checkForSpecialCaracters(String s) +main(String args[]) JFrame **JFrame** +initComponents() +initComponents() textl abel textl abel textField textField shiftLabel shiftButton shiftField resulttextLabel encryptButton resulttextField decryptButton messageLabel resulttextLabel resulttextField messageLabel

an exception is caught as it is the error message.