

1) The Caesar class is initiated by :

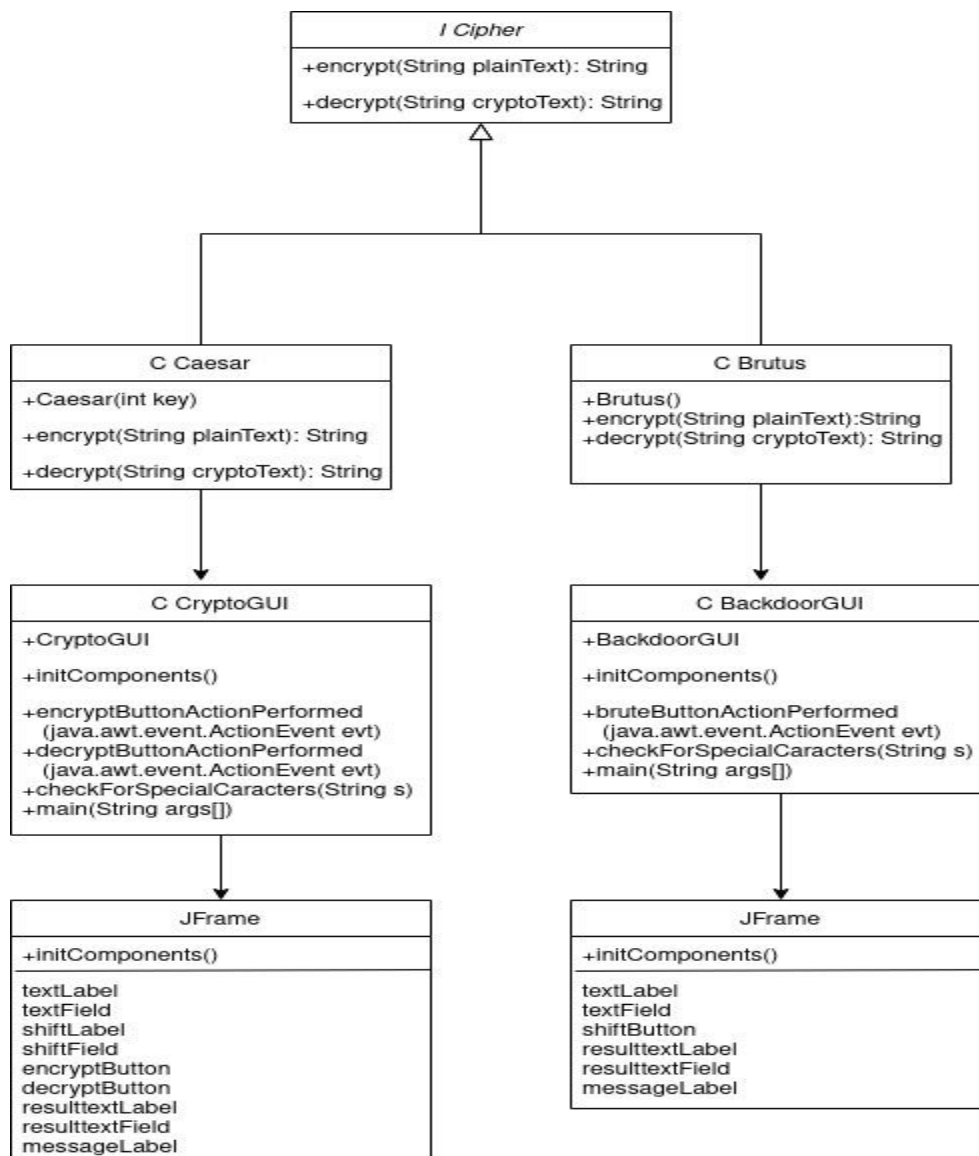
```
Cipher c = new Caesar(shiftAmount);
```

```
String resulttext = c.encrypt or String resulttext = 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



an exception is caught as it is the error message.