

```
type EnigmaMachine struct {  
    plugboard Plugboard  
    reflector Reflector  
    rotorSet RotorSet  
}
```

```
type Plugboard struct {  
    connections map[rune]rune  
}
```

```
type Reflector struct {  
    wiring [26]int  
}
```

```
type Rotor struct {  
    wiring []rune  
    notch rune  
    position rune  
    ringSetting rune  
    turnover rune  
    turnoverFlag bool  
}
```

```
type RotorSet struct {  
    leftRotor Rotor  
    middleRotor Rotor  
    rightRotor Rotor  
}
```

```
type InputRotor struct {  
    wiring []rune  
    position rune  
}
```