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

}