

Encoding and Decoding

Analysis

Provide a way to encode and decode messages using two types of ciphers, Substitution Cipher and Shuffle Cipher. The program should allow users to input a message from a file, choose a cipher type, provide a key, specify whether they want to encode or decode the message and processes the message and outputs the result to another file.

- 1) Input:
 - a) Selecting cipher type (Substitution or Shuffle).
 - b) Providing the key
 - c) Input and output file names.
 - d) Encode or decode the message.
 - e) Message from the input file.
- 2) Output:
 - a) The message written to the output file, error or success

Algorithm Design:

- 1) Display a welcome message and menu options to the user.
- 2) User select a cipher type provide the key.
- 3) Ask the user to input the input and output file names.
- 4) Read the input file
- 5) Method to read the content of the specified input file and process the message
- 6) For Substitution Cipher
 - a) shift each letter in the message by the specified amount.
- 7) Shuffle Cipher
 - a) shuffle or unshuffle the message the n number of times.
- 8) Write the result to the output file through a method to write the encoded or decoded message to the specified output file.
- 9) Provide appropriate error messages if any issues occur during file
- 10) Repeat the process until user says No to processing another message

UML

MessageEncoder
+encode(String plainText): String

MessageDecoder
+decode(String cipherText): String

Cipher
+ cipherType(): String

SubstitutionCipher
- shift: int
+ SubstitutionCipher(int shift) + cipherType(): String + encode(String plainText): String + decode(String cipherText): String

ShuffleCipher
- n: int
+ ShuffleCipher(int n) + cipherType(): String + encode(String plainText): String + decode(String cipherText): String - shuffle(String input): String - unshuffle(String input):String

CodeProgram
- readFile(String fileName): String - writeFile(String fileName, String message): void + main(String[] args): void