

```
package main
```

```
// EnigmaMachine represents the overall Enigma machine
```

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

```
// Plugboard represents the plugboard of the Enigma machine
```

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

```
// Reflector represents the fixed reflector of the Enigma machine
```

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

```
// Rotor represents an individual rotor of the Enigma machine
```

```
type Rotor struct {  
    wiring    [26]int  
    turnover  int  
    currentPosition int  
}
```

```
// RotorSet represents a set of rotors used in the Enigma machine
```

```
type RotorSet struct {
```

```
        rotors []*Rotor
    }

    // InputRotor represents the input rotor of the Enigma machine
    type InputRotor struct {
        wiring [26]int
    }

    func main() {
        // Your code here
    }
```