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

}