

CSE1322 Assignment 2

Background:

For this assignment, you will code a simple encryption application. The application encrypts words by mapping a list of the twenty-six alphabetic characters to a list of twenty-six corresponding symbols using the lists indices.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
!	@	#	\$	^	&	*	()	_	-	+	=	?	,	{	}	[]	/		;	:	.	<	>

symbols list

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

alphabets list

For example, the word Elvis, would encrypt as follows:

E -> ^
l -> +
v -> ;
i ->)
s ->]

So, Elvis would encrypt to: ^+;)]

Your task:

You will start with the following class definition:

C#	Java
<pre>using System; using System.Collections.Generic; class Encryption { List<char> symbols = new List<char>(); List<char> alphabets = new List<char>(); public Encryption()</pre>	<pre>import java.util.Scanner; import java.util.ArrayList; class Encryption { ArrayList<Character> symbols = new ArrayList<Character>(); ArrayList<Character> alphabets = new ArrayList<Character>(); public Encryption()</pre>

<pre> { symbols.Add('~'); symbols.Add('@'); symbols.Add('#'); symbols.Add('\$'); symbols.Add('%'); symbols.Add('&'); symbols.Add('*'); symbols.Add('('); symbols.Add(')'); symbols.Add('_'); symbols.Add('-'); symbols.Add('+'); symbols.Add('='); symbols.Add('?'); symbols.Add(','); symbols.Add('{'); symbols.Add('}'); symbols.Add '['); symbols.Add(']'); symbols.Add('/'); symbols.Add(' '); symbols.Add(';'); symbols.Add(':'); symbols.Add('.'); symbols.Add('<'); symbols.Add('>'); for(char letter='a';letter<='z';letter++) { alphabets.Add(letter); } } </pre>	<pre> { symbols.add('~'); symbols.add('@'); symbols.add('#'); symbols.add('\$'); symbols.add('%'); symbols.add('&'); symbols.add('*'); symbols.add('('); symbols.add(')'); symbols.add('_'); symbols.add('-'); symbols.add('+'); symbols.add('='); symbols.add('?'); symbols.add(','); symbols.add('{'); symbols.add('}'); symbols.add '['); symbols.add(']'); symbols.add('/'); symbols.add(' '); symbols.add(';'); symbols.add(':'); symbols.add('.'); symbols.add('<'); symbols.add('>'); for(char letter='a';letter<='z';letter++) { alphabets.add(letter); } } </pre>
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This creates two lists (2 ArrayLists in Java, and 2 Lists in C#). The first list contains twenty-six symbols (i.e. ~, @, #, \$, %, etc.), one symbol in each cell. The second list contains the twenty-six lower case letters of the alphabet (a – z), one letter in each cell. From there you'll create the following six (6) methods:

- 1) Add a method return_alphabet, which takes in an int (integer) and returns the alphabet stored at that position, i.e. 5 would return f

- 2) Add a method `return_alphabet_index`, which takes in an alphabetic character (char) and returns the index (int) of the character in the alphabets list, i.e. `a` would return `0`, `b` would return `1`.
- 3) Add a method `return_symbol`, which takes in an int (integer) and returns the symbol stored at that position, i.e. `5` would return `&`
- 4) Add a method `return_symbol_index`, which takes in a symbol (char) and returns the index (int) of the symbol in the symbols list, i.e. `!` would return `0`, `@` would return `1`.
- 5) Add a method `encrypt_message`, which takes in a plain-text string and returns the encrypted version of that string, i.e. `Dwags` would return `$:!*`
 - The method should convert the plain-text string to lowercase (hint: Java: `.toLowerCase()`, C#: `ToLower()`)
 - The method should process each character in the plain-text string individually, encrypting each character and building a new string of encrypted characters (hint: Java: `toCharArray()`, C#: `ToCharArray()`, `return_alphabet_index()`, `return_symbol()`)
 - If an invalid alphabet character is found, the following string should be returned: "Error: Invalid Character"
- 6) Add a method `decrypt_message`, which takes in an encrypted string and returns the decrypted version of that string, i.e. `$:!*` would return `dwags`
 - The method should process each symbol in the encrypted string individually, decrypting each symbol and building a new string of decrypted characters (hint: Java: `toCharArray()`, C#: `ToCharArray()`, `return_symbol_index()`, `return_alphabet()`)
 - If an invalid symbol is found, the following string should be returned: "Error: Invalid Symbol"

Driver Program:

Create an object of the class Encryption.

Prompt the user with the following menu:

- 1 Encrypt a message
- 2 Decrypt a message
- 3 Quit

Enter Choice

If the user enters 1, prompt the user to enter a message, pass the result to the encrypt_message method, and print the returned encrypted string.

If the user enters 2, prompt the user to enter an encrypted message, pass the encrypted message to the decrypt_message method, and print the returned decrypted string.

If the user enters 3, terminate the program.

If the user enters any character other than a 1, 2, or 3, the following error message should display: **Error: Please enter valid input**, and the user should be allowed to reenter a valid choice.

Sample Output:

```
1 Encrypt a message
2 Decrypt a message
3 Quit
```

Enter Choice:

1

Enter the plain text message:

MayTheForceBeWithYou

Encrypted Msg: !=!</(^&,[#^@^:)/(<,<|

```
1 Encrypt a message
2 Decrypt a message
3 Quit
```

Enter Choice:

2

Enter the encrypted message:

!=!</(^&,[#^@^:)/(<,<|

Decrypted Msg: maytheforcebewithyou

```
1 Encrypt a message
2 Decrypt a message
3 Quit
```

Enter Choice:

3

Submitting your answer:

Please follow the posted submission guidelines here:

<https://ccse.kennesaw.edu/fye/submissionguidelines.php>

Ensure you submit before the deadline listed on the lab schedule for CSE1322L here:

<https://ccse.kennesaw.edu/fye/courseschedules.php>

Rubric:

- Successfully copied and pasted the Encryption class (2 points)
- return_alphabet_index method (6 points total)
 - Takes in a character (2 points)
 - Finds the character in the array (2 points)
 - Returns the index (2 point)
- return_alphabet *method* (6 points total)
 - Takes in an integer (2 point)
 - Retrieves the character from the arraylist (2 point)
 - Returns the character (2 point)
- return_symbol_index method (6 points total)
 - Takes in a symbol (2 points)
 - Finds the symbol in the array (2 points)
 - Returns the index (2 point)
- return_symbol *method* (6 points total)
 - Takes in an integer (2 point)
 - Retrieves the symbol from the arraylist (2 point)
 - Returns the symbol (2 point)
- encrypt method (25 points total)
 - Pass in plain-text message via parameter (3 points)
 - Convert message to lower case (3 points)
 - Process the message one character at a time (19 points total)
 - Pull out one character from string (4 points)
 - Check for invalid character and return error message (4 points)
 - Encrypt character (4 points)
 - Concatenate new encrypted character to tmp string (4 points)
 - Return encrypted string (3 points)

- decrypt method (23 points total)
 - Pass in encrypted message via parameter (4 points)
 - Process the encrypted message one character at a time (19 points total)
 - Pull out one symbol from string (4 points)
 - Check for invalid symbol and return error message (4 points)
 - decrypt symbol (4 points)
 - Concatenate new decrypted character to tmp string (4 points)
 - Return decrypted string (3 points)
- Driver program (28 points total)
 - Print the menu (3 point)
 - Read the user choice (3 points)
 - If statement based on user input (3 points)
 - If they press 1 ask for plaintext, encrypt it and print result (3 points)
 - If they press 2 ask for ciphertext, decrypt it and print result (3 points)
 - If they press 3 terminate the program (3 points)
 - If they enter any other input, print error message and allow user to reenter (10 points)