Caesar Chiper (Шифр Цезаря).

Step. 1.

```
<input type="text" value="abba" id="to_chiper">

<input type="button" value="== Caesar Chiper=>" onClick="Go()"/>

<span id="Chiper"></span>
```
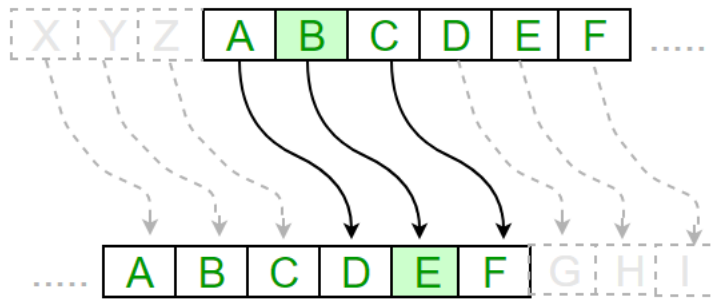
Step 2. Function Go()

```
<script>

    function Go()
    {
        var str = document.getElementById("to_chiper").value;

        var res = ceaserCipher(str);

        document.getElementById("Chiper").innerHTML=res;

    }

</script>
```

Step 3.

```
    function ceaserCipher(str)

    {

      chipper="deed";

      return cipher;

    }
```

Step 4. Manipulations with only 2 characters 'a' & 'b'

```
    function ceaserCipher(str)

    {
```

```
        var encoded = {
            a: 'd', b: 'e'
        };
        str = str.toLowerCase();    //convert the string to lowercase
        //cipher the code
        var cipher = '';
        for (var i = 0 ; i < str.length; i++) {
                cipher += encoded[str[i]];
        }
        return cipher;
    }
```

Step 5. Expand to all letters of the Latin alphabet

```
var encoded = {
    a: 'd', b: 'e', c: 'f',
    d: 'g', e: 'h', f: 'i',
    g: 'j', h: 'k', i: 'l',
    j: 'm', k: 'n', l: 'o',
    m: 'p', n: 'q', o: 'r',
    p: 's', q: 't', r: 'u',
    s: 'v', t: 'w', u: 'x',
    v: 'y', w: 'z', x: 'a',
    y: 'b', z: 'c'
};
```

Step 6. Ignore other characters

6.1. Function isLetter – letter of the Latin alphabet?

```
        function isLetter(str) {
                return str.length === 1 && str.match(/[a-z]/i);
        }
```

6.2. Cycle Modification - for

```
for (var i = 0 ; i < str.length; i++) {
    if (isLetter(str[i]) != null) {
        cipher += encoded[str[i]];
    }
    else
    {
        cipher += str[i];
    }
}
```