Graded assignment

5. Pirate

During his completely miserable life, pirate Abraham Blaufelt has been in search of the lost treasure of Atlantis. On a very fortunate day in the year of the Lord 1642 he enters an abandoned cathedral of a long gone sect in the ancient forests of Poland. Inside he finds a mysterious ancient parchment. The parchment reads:

> *Traveler, if riches are to be achieved,*
> *the solution only has to be weaved.*
>
> *5,4 4,5 8,7*
> *Weave 6,3 3,2 9,6 4,3*
> *Weave 7,6*
> *Weave 9,8*
> *Weave 5,5 7,8 6,5 6,4*

Abraham Blaufelt immediately knew what he was dealing with. A puzzle of which the result is a safe route to the treasure. This route was essential, the sea was crawling with monsters in those days. Since this most fortunate day, almost four hundred years ago, the European tectonic plate has shifted significantly. As a result all coordinates have to be shifted by $(1, 0)$.

Write a program that solves this puzzle. This has to be done in the following way: Start with the coordinates on the first row, weave the coordinates of the second row through the first row, then weave the coordinates of the third row through the resulting row etc. Note, if two rows of unequal length have to be woven, the two rows are woven as far as possible. After the elements of the shortest row have been exhausted, the row is completed by adding the remaining elements of the longest row.
Make a new Coordinate and CoordinateRow class for this assignment. The latter class has a method to weave a CoordinateRow into itself.
The coordinates of the puzzle are in a file on Canvas. Every CoordinateRow is seperated from another by an `'='`. Every coordinate in a row is seperated by a space. The x and y values of a coordinate are seperated by a comma.
After all data has been read, the program will print the treasure route on the standard output. The correct route can also be found on Canvas.