Problem 2 - PlaintextMessage

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0.0/15.0 points (graded)

For this problem, the graders will use our implementation of the `Message` class, so don't worry if you did not get the previous parts correct.

`PlaintextMessage` is a subclass of `Message` and has methods to encode a string using a specified shift value. Our class will always create an encoded version of the message, and will have methods for changing the encoding.

Implement the methods in the class `PlaintextMessage` according to the specifications in ps6.py. The methods you should fill in are:

- `__init__(self, text, shift)` : Use the parent class constructor to make your code more concise.
- The getter method `get_shift(self)`
- The getter method `get_encrypting_dict(self)` : This should return a COPY of self.encrypting_dict to prevent someone from mutating the original dictionary.
- The getter method `get_message_text_encrypted(self)`
- `change_shift(self, shift)` : Think about what other methods you can use to make this easier. It shouldn't take more than a couple lines of code.

Paste your implementation of the entire `PlaintextMessage` class in the box below.

```
1
```

Press ESC then TAB or click outside of the code editor to exit