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Problem 2

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Problem 2

1.0/1 point (ungraded)

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 # For this problem, the graders will use our implementation of the Message
2 # class, so don't worry if you did not get the previous parts correct.
3
4 # PlaintextMessage is a subclass of Message and has methods to encode a string
5 # using a specified shift value. Our class will always create an encoded version
6 # of the message, and will have methods for changing the encoding.
7
8 # Implement the methods in the class PlaintextMessage according to the
9 # specifications in ps6.py. The methods you should fill in are:
10
11 # __init__(self, text, shift): Use the parent class constructor to make your
12 # code more concise. The getter method get_shift(self) The getter method
13 # get_encrypting_dict(self): This should return a COPY of self.encrypting_dict
14 # to prevent someone from mutating the original dictionary. The getter method
15 # get_message_text_encrypted(self) change_shift(self, shift): Think about what
```

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

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Test results

CORRECT

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