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☆ Course / Unit 5: Object Oriented Programming / Problem Set 5

()



Problem 2 - PlaintextMessage

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Problem Set due Oct 14, 2022 07:30 +08 Completed

Problem 2 - PlaintextMessage

15.0/15.0 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.

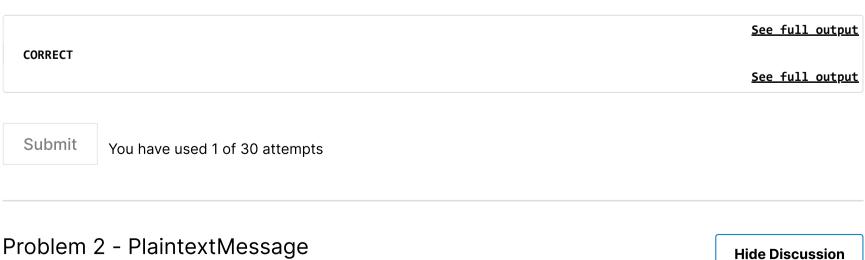
Paste your implementation of the entire | PlaintextMessage | class in the box below.

```
1 # 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.
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.
8 # Implement the methods in the class PlaintextMessage according to the
9 # specifications in ps6.py. The methods you should fill in are:
# __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

Correct

Test results



Topic: Problem Set 5 / Topic-Level Student-Visible Label

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My code p	<u>xpring_uict</u> asses test 21, but fails test 22 and gives the following error "AttributeError: 'PlaintextMessage' object has no attribute '	2 en
·	about 'self.valid_words' ondering why we would need to define 'self.valid_words' attribute in the PlaintextMessage class since it is already defin	4
	Vhy do we need to pass a 'self' argument? Sorry, but that is too much info and code to post for a live problem set. In lights of this post probably being too long an	2
	shift clarification e a clarification on the expected behavior of change_shift() Should this re-cipher the message so the shifts are cumulati	2 ve
	ouble with getting a copy of encrypting_dict in Test: 2 2 rror I'm having is with Test: 2 2, making a copy of encrypting_dict. I keep getting the output: Test: 2 2 get encrypting dic	3 ::t
	shift function attribute errors d through problem 4 and have all items correct except the change_shift function. I keep getting attribute errors when I t	6 <u>rry</u>
	: why does my change_shift fails s an error and I do not understand why? Test: 4 change shift Testing change shift with a random shift Your output: shift	4
	<pre>< Previous</pre>	

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