Assignment 16: Puzzles

1. You are given the project Puzzles.java to start. It currently reads in the file “puzzle.txt” and prints it line by line.
2. Modify the code so that it only prints every third line.
3. Create a file “puzzle.txt” that contains a secret message in it on every third line.
4. Run the project to see if the secret message comes out.
5. Share your file with a friend and see if they can find the secret message.
6. Save the program in Git.