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Problem 4 - Decrypt a Story

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Problem 4 - Decrypt a Story

5.0 points possible (graded)

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

Now that you have all the pieces to the puzzle, please use them to decode the file `story.txt`. The file `ps6.py` contains a helper function `get_story_string()` that returns the encrypted version of the story as a string. Create a `CiphertextMessage` object using the story string and use `decrypt_message` to return the appropriate shift value and unencrypted story string.



Paste your function `decrypt_story()` in the box below.

1

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

Unanswered



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Problem 4 - Decrypt a Story**Topic:** Problem Set 5 / Topic-Level Student-Visible Label**Show Discussion**

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