

MITx: 6.00.1x Introduction to Computer Science and Programming ...

<u>Help</u>



Week 5: Object Oriented Programming > Problem Set 5 > Problem 4 - Decrypt a Story

Welcome to the edX

Problem 4 - Decrypt a Story

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Platform

Problem 4 - Decrypt a Story

5.0 points possible (graded)

Entrance <u>Survey</u>

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.

Download Python and Get Motivated!

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.

▶ Week 1: **Python Basics**

Paste your function decrypt_story() in the box below.

Week 2: <u>Simple</u> **Programs**

Week 3: Structured **Types**

- ▶ Week 4: Good **Programming Practices**

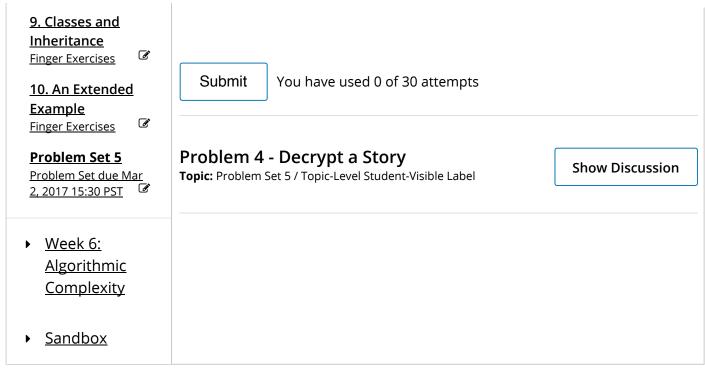
<u>Midterm Exam</u>

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

Unanswered

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▼ Week 5: **Object Oriented Programming**



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