



Bookmarks



Bookmark

► Overview

► Entrance
Survey

► Week 1

► Week 2

► Week 3

► Week 4

► Quiz

► Week 5

▼ Week 6

**Lecture 11 -
Classes - Time
49:15**

Lecture Sequence

**Lecture 12 - Object
Oriented
Programming -
Time 55:33**

Lecture Sequence

Problem Set 6Problem Set due Aug
04, 2016 at 23:30 UTC

► Week 7

► Sandbox

Week 6 > Problem Set 6 > Problem 4: Decrypt a Story

Problem 4: Decrypt a Story

(5 points possible)

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

Unanswered

You have used 0 of 30 submissions



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