

## Help

## HAND LENGTH (5/5 points)

We are now ready to begin writing the code that interacts with the player. We'll be implementing the `playHand` function.

This function allows the user to play out a single hand. First, though, you'll need to implement the helper `calculateHandlen` function, which can be done in under five lines of code.

```
1 def calculateHandlen(hand):
2     """
3     Returns the length (number of letters) in the current hand.
4
5     hand: dictionary (string int)
6     returns: integer
7     """
8     sum = 0
9
10    for k,v in hand.items():
11        sum = sum + v
12
13    return sum
```

Correct

# Test results

Hide output

**CORRECT**

Test 1

Function call: calculateHandlen({'a': 1, 'b': 1})

**Output:**

2

Test 2

Function call: calculateHandlen({'a': 1, 'c': 0, 'b': 1})

**Output:**

2

Test 3

Function call: calculateHandlen({})

**Output:**

0

Test 4

Function call: calculateHandlen({'y': 0, 'x': 0, 'z': 0})

**Output:**

0

Randomized Test 1

Function call: calculateHandlen({'b': 1, 'e': 1, 'd': 1, 'k': 2, 'j': 1, 'p': 1, 't': 1, 'y': 1})

**Output:**

9

Randomized Test 2

Function call: calculateHandlen({'a': 1, 'b': 1, 'f': 1, 'i': 1, 'h': 1, 'l': 1, 'p': 1, 'u': 1, 't': 2, 'v': 1, 'y': 2, 'x': 1})

**Output:**

14

Randomized Test 3

Function call: calculateHandlen({'k': 1, 'b': 2, 'u': 1, 's': 1, 't': 2})

Output:

7

Hide output

Check

Save

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