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HAND LENGTH (5/5 points)

We are now ready to begin writing the code that interacts with the player. We'll be implementing the <code>playHand</code> function. This function allows the user to play out a single hand. First, though, you'll need to implement the helper <code>calculateHandlen</code> function, which can be done in under five lines of code.

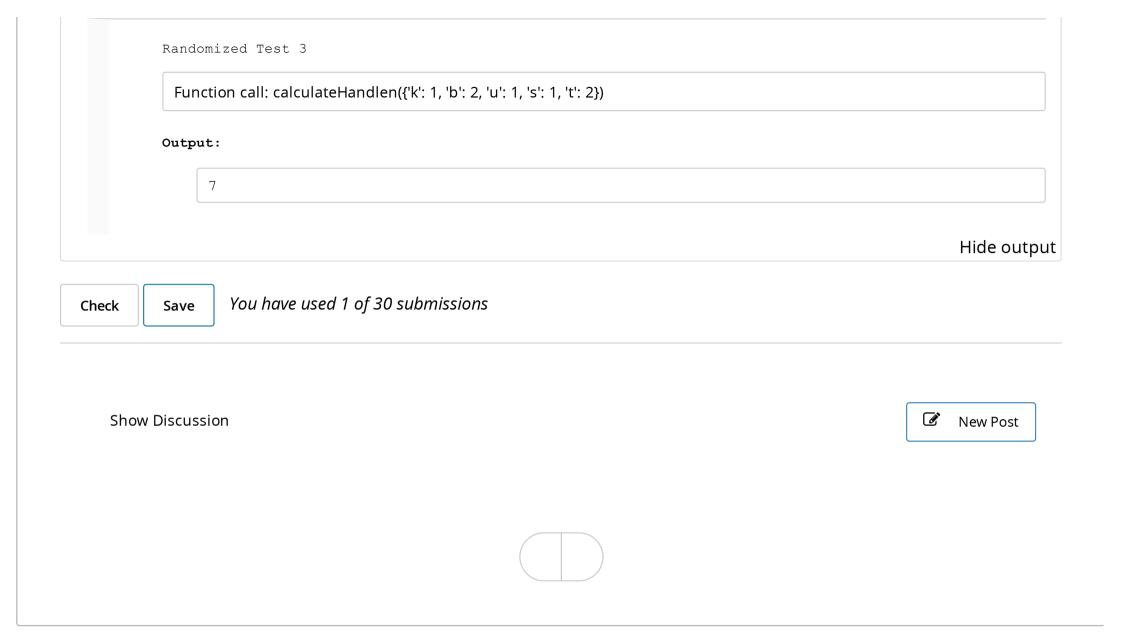
```
1 def calculateHandlen(hand):
 2
 3
       Returns the length (number of letters) in the current hand.
 5
      hand: dictionary (string int)
 6
      returns: integer
 7
       11 11 11
 8
       sum = 0
 9
10
       for k, v in hand.items():
11
           sum = sum + v
12
13
       return sum
```

Correct

Test results

		Hide out _l
T		
Tes	st 1	
Fu	unction call: calculateHandlen({'a': 1, 'b': 1})	
Out	tput:	
	2	
_	st 2	
Tes		
	unction call: calculateHandlen({'a': 1, 'c': 0, 'b': 1})	
Fu		
Fu	unction call: calculateHandlen({'a': 1, 'c': 0, 'b': 1})	
Fu	unction call: calculateHandlen({'a': 1, 'c': 0, 'b': 1}) tput:	
Out	unction call: calculateHandlen({'a': 1, 'c': 0, 'b': 1}) tput:	

```
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
```





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