Problem 4 - Hand Length

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10.0 points possible (graded)

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     # TO DO... <-- Remove this comment when you code this function
9
```

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