



< Previous



Next >

Problem 6

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Problem 6

1.0/1 point (ungraded)

A game consists of playing multiple hands. We need to implement one final function to complete our word-game program. Write the code that implements the `playGame` function. You should remove the code that is currently uncommented in the `playGame` body. Read through the specification and make sure you understand what this function accomplishes. For the game, you should use the `HAND_SIZE` constant to determine the number of cards in a hand.

Testing: Try out this implementation as if you were playing the game. Try out different values for `HAND_SIZE` with your program, and be sure that you can play the wordgame with different hand sizes by modifying *only* the variable `HAND_SIZE`.

Sample Output

[Here is how the game output should look...](#)

[Hints about the output](#)

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```
1 # A game consists of playing multiple hands. We need to implement one final
2 # function to complete our word-game program. Write the code that implements the
3 # playGame function. You should remove the code that is currently uncommented in
4 # the playGame body. Read through the specification and make sure you understand
5 # what this function accomplishes. For the game, you should use the HAND_SIZE
6 # constant to determine the number of cards in a hand.
7
8 # Testing: Try out this implementation as if you were playing the game. Try out
9 # different values for HAND_SIZE with your program, and be sure that you can
10 # play the wordgame with different hand sizes by modifying only the variable
11 # HAND_SIZE.
12
13 def playGame(wordList):
14     """
15     Allow the user to play an arbitrary number of hands.
```

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

Correct

Test results

CORRECT

[See full output](#)

[See full output](#)

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