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Problem 5
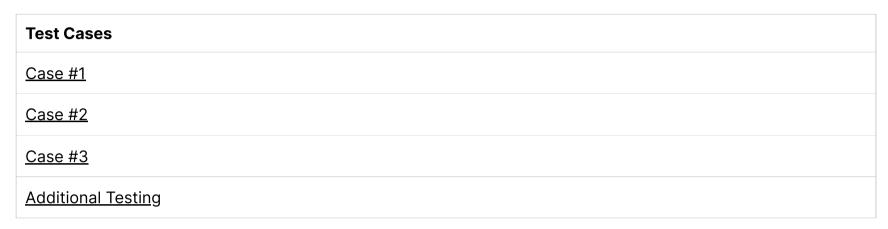
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Problem 5

1.0/1 point (ungraded)

In `ps4a.py`, note that in the function `playHand`, there is a bunch of *pseudocode*. This pseudocode is provided to help guide you in writing your function. Check out the <u>Why Pseudocode?</u> resource to learn more about the What and Why of Pseudocode before you start coding your solution.

Note: Do **not** assume that there will always be 7 letters in a hand! The parameter `n` represents the size of the hand.

Testing: Before testing your code in the answer box, try out your implementation as if you were playing the game. Here is some example output of `playHand`:

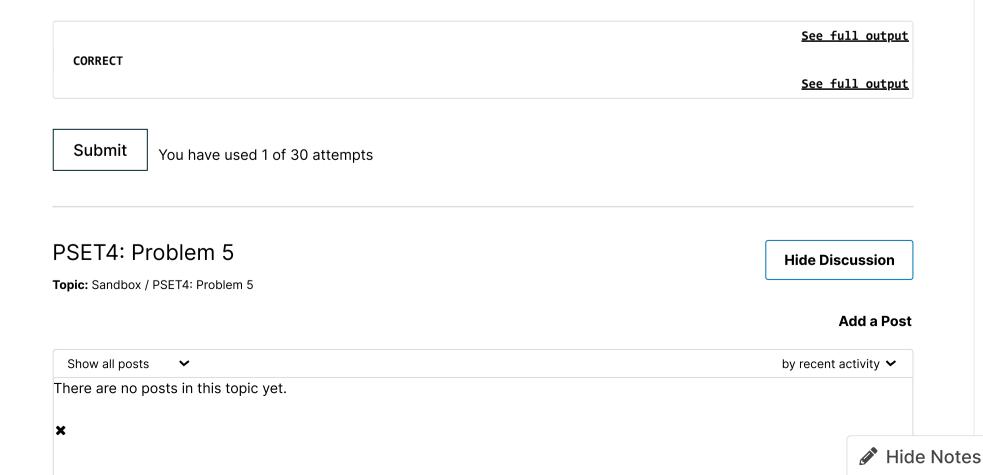| Test Cases |
| --- |
| Case #1 |
| Case #2 |
| Case #3 |
| Additional Testing |

```
 1 # In ps4a.py, note that in the function playHand, there is a bunch of
 2 # pseudocode. This pseudocode is provided to help guide you in writing your
 3 # function. Check out the Why Pseudocode? resource to learn more about the What
 4 # and Why of Pseudocode before you start coding your solution.
 5
 6 # Note: Do not assume that there will always be 7 letters in a hand! The
 7 # parameter n represents the size of the hand.
 8
 9 # Testing: Before testing your code in the answer box, try out your
10 # implementation as if you were playing the game. Here is some example output of
11 # playHand:
12
13 def playHand(hand, wordList, n):
14     """
15     Allows the user to play the given hand, as follows:
```

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

Correct

Test results

	See full output
CORRECT	
	See full output

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