



< Previous



Next >

Problem 4

🔖 Bookmark this page



Hide Notes

Problem 4

1.0/1 point (ungraded)

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.

© All Rights Reserved



[About](#)
[Affiliates](#)
[edX for Business](#)
[Open edX](#)
[Careers](#)
[News](#)

```
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     frequency = 0
10    for val in hand.values():
11        frequency += val
12
13    return frequency
14
```

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

Correct

Legal

[Terms of Service & Honor Code](#)
[Privacy Policy](#)
[Accessibility Policy](#)
[Trademark Policy](#)
[Sitemap](#)

CORRECT

[See full output](#)

[See full output](#)

Connect

[Blog](#)

[Contact Us](#)

[Help Center](#)

[Media Kit](#)

Submit

You have used 1 of 30 attempts

PSET4: Problem 4

Hide Discussion

Topic: Sandbox / PSET4: Problem 4



Add a Post



by recent activity ▼

© 2022 edX LLC. All rights reserved.

深圳市恒宇博科技有限公司 [粤ICP备17044299号-2](#)

< Previous

Next >

Hide Notes