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Problem 5 - Playing a Hand

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Problem 5 - Playing a Hand

10.0/10.0 points (graded)

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 Why Pseudocode? 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
Function Call:

```
wordList = loadWords()
playHand({'h':1, 'i':1, 'c':1, 'z':1, 'm':2, 'a':1}, wordList, 7)
```

Output:

```
Current Hand:  a c i h m m z
Enter word, or a "." to indicate that you are finished: him
"him" earned 24 points. Total: 24 points

Current Hand:  a c m z
Enter word, or a "." to indicate that you are finished: cam
"cam" earned 21 points. Total: 45 points

Current Hand:  z
Enter word, or a "." to indicate that you are finished: .
Goodbye! Total score: 45 points.
```

Case #2

Function Call:

```
wordList = loadWords()
playHand({'w':1, 's':1, 't':2, 'a':1, 'o':1, 'f':1}, wordList, 7)
```

Output:

```
Current Hand:  a s t t w f o
Enter word, or a "." to indicate that you are finished: tow
"tow" earned 18 points. Total: 18 points

Current Hand:  a s t f
Enter word, or a "." to indicate that you are finished: tasf
Invalid word, please try again.

Current Hand:  a s t f
Enter word, or a "." to indicate that you are finished: fast
"fast" earned 28 points. Total: 46 points

Run out of letters. Total score: 46 points.
```

Case #3

Function Call:

```
wordList = loadWords()
playHand({'n':1, 'e':1, 't':1, 'a':1, 'r':1, 'i':2}, wordList, 7)
```

Output:

Output:

```
Current Hand: a r e t i i n
Enter word, or a "." to indicate that you are finished: inertia
"inertia" earned 99 points. Total: 99 points

Run out of letters. Total score: 99 points.
```
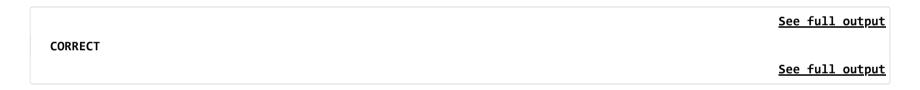
Additional Testing

Be sure that, in addition to the listed tests, you test the same basic test conditions with varying values of `n` . `n` will never be smaller than the number of letters in the hand.

```
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

Note: Letters in the dictionary for the test cases in "See full output" are actually strings. When you test your code, they should be {"a": 1, "e" : 1,... } not {a: 1, e : 1,...}.

Submit   You have used 1 of 30 attempts

Problem 5 - Playing a Hand

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💬 Fix for Error with displayHand(hand) function   2

If you are getting an irritating error about the expected output of displayHand, try commenting (#) out the docstring

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