Problem 3

1.0/1 point (ungraded)

At this point, we have written code to generate a random hand and display that hand to the user. We can also ask the user for a word (Python's `input`) and score the word (using your `getWordScore`). However, at this point we have not written any code to verify that a word given by a player obeys the rules of the game. A *valid* word is in the word list; **and** it is composed entirely of letters from the current hand. Implement the `isValidWord` function.

Testing: Make sure the `test_isValidWord` tests pass. In addition, you will want to test your implementation by calling it multiple times on the same hand - what should the correct behavior be? Additionally, the empty string (`''`) is not a valid word - if you code this function correctly, you shouldn't need an additional check for this condition.

Fill in the code for `isValidWord` in `ps4a.py` and be sure you've passed the appropriate tests in `test_ps4a.py` before pasting your function definition here.

```
def isValidWord(word, hand, wordList):
    """
    Returns True if word is in the wordList and is entirely
    composed of letters in the hand. Otherwise, returns False.

    Does not mutate hand or wordList.

    word: string
    hand: dictionary (string -> int)
    wordList: list of lowercase strings
    """
    # TO DO ... <-- Remove this comment when you code this function
    if word == '' or word not in wordList:
        return False

```

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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