Problem 7

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1.0/1 point (ungraded)

Now that your computer can choose a word, you need to give the computer the option to play. Write the code that re-implements the `playGame` function. You will modify the function to behave as described below in the function's comments. As before, you should use the `HAND_SIZE` constant to determine the number of cards in a hand. Be sure to try out different values for `HAND_SIZE` with your program.

Sample Output and Hints
<u>Here is how the game output should look...</u>
<u>Hints about the output</u>
<u>A Note On Runtime</u>
<u>Entering Your Code</u>

```
 1  # Now that your computer can choose a word, you need to give the computer the
 2  # option to play. Write the code that re-implements the playGame function. You
 3  # will modify the function to behave as described below in the function's
 4  # comments. As before, you should use the HAND_SIZE constant to determine the
 5  # number of cards in a hand. Be sure to try out different values for HAND_SIZE
 6  # with your program.
 7
 8  def playGame(wordList):
 9      """
10      Allow the user to play an arbitrary number of hands.
11
12      1) Asks the user to input 'n' or 'r' or 'e'.
13          * If the user inputs 'e', immediately exit the game.
14          * If the user inputs anything that's not 'n', 'r', or 'e', keep asking them again.
15      2) Asks the user to input a 'u' or a 'c'.
```

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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PSET4: Problem 7

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