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Problem 4

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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.

```
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      handLength=0
10     for i in hand.values():
11         handLength+=i
12
13     return handLength
```

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

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