Introduction

In this problem set, you'll implement *two* versions of a wordgame!

Don't be intimidated by the length of this problem set. There is a lot of reading, but it can be done with a reasonable amount of thinking and coding. It'll be helpful if you start this problem set a few days before it is due!

Let's begin by describing the 6.00 wordgame: This game is a lot like Scrabble or Words With Friends, if you've played those. Letters are dealt to players, who then construct one or more words out of their letters. Each **valid** word receives a score, based on the length of the word and the letters in that word.

The rules of the game are as follows:

Dealing

- A player is dealt a hand of *n* letters chosen at random (assume *n=7* for now).
- The player arranges the hand into as many words as they want out of the letters, using each letter at most once.
- Some letters may remain unused (these won't be scored).

Scoring

- The score for the hand is the sum of the scores for each word formed.

- The score for a word is the sum of the points for letters in the word, multiplied by the length of the word, plus 50 points if all *n* letters are used on the first word created.

- Letters are scored as in Scrabble; A is worth 1, B is worth 3, C is worth 3, D is worth 2, E is worth 1, and so on. We have defined the dictionary `SCRABBLE_LETTER_VALUES` that maps each lowercase letter to its Scrabble letter value.

- For example, 'weed' would be worth 32 points ((4+1+1+2) for the four letters, then multiply by `len('weed')` to get (4+1+1+2)*4 = 32). Be sure to check that the hand actually has 1 'w', 2 'e's, and 1 'd' before scoring the word!

- As another example, if *n*=7 and you make the word 'waybill' on the first try, it would be worth 155 points (the base score for 'waybill' is (4+1+4+3+1+1+1)*7=105, plus an additional 50 point bonus for using all *n* letters).

Sample Output

Here is how the game output will look!

```
Loading word list from file...
   83667 words loaded.
Enter n to deal a new hand, r to replay the last hand, or e to end game: n
Current Hand: p z u t t t o
Enter word, or a "." to indicate that you are finished: tot
"tot" earned 9 points. Total: 9 points
Current Hand: p z u t
Enter word, or a "." to indicate that you are finished: .
Total score: 9 points.

Enter n to deal a new hand, r to replay the last hand, or e to end game: r
Current Hand: p z u t t t o
Enter word, or a "." to indicate that you are finished: top
"top" earned 15 points. Total: 15 points
Current Hand: z u t t
Enter word, or a "." to indicate that you are finished: tu
Invalid word, please try again.
Current Hand: z u t t
Enter word, or a "." to indicate that you are finished: .
Total score: 15 points.

Enter n to deal a new hand, r to replay the last hand, or e to end game: n
Current Hand: a q w f f i p
Enter word, or a "." to indicate that you are finished: paw
"paw" earned 24 points. Total: 24 points
Current Hand: q f f i
Enter word, or a "." to indicate that you are finished: qi
"qi" earned 22 points. Total: 46 points
Current Hand: f f
Enter word, or a "." to indicate that you are finished: .
Total score: 46 points.

Enter n to deal a new hand, r to replay the last hand, or e to end game: n
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.

Enter n to deal a new hand, r to replay the last hand, or e to end game: e
```

Introduction

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Here is better compChooseWord() function for ps4b.py file

This is more efficient code. For n<8 it generates result faster than code provided by teacher, but for ... 2