On Thursday, February 16th at 6:00AM EST, UTC-5, we will be conducting a brief database maintenance. The event should last about 5 minutes.



MITx: 6.00.1x Introduction to Computer Science and Programming U..

<u>Help</u>



# Problem 5 - Playing a Hand

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## Welcome to the edX Platform

# Problem 5 - Playing a Hand

10.0 points possible (graded)

Entrance Survey

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.

Week 4: Good Programming Practices > Problem Set 4 > Problem 5 - Playing a Hand

Download Python and Get Motivated!

**Note:** Do **not** assume that there will always be 7 letters in a hand! The parameter n represents the size of the hand.

▶ Week 1: Python Basics

**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:

▶ Week 2: Simple <u>Programs</u>

### **Test Cases**

▶ Week 3:

Case #1

**Structured Types** 

**Function Call:** 

▼ Week 4: Good **Programming** 

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

**Practices** 

Output:

7. Testing and Debugging Finger Exercises

8. Exceptions and

**Assertions** 

Finger Exercises

**Problem Set 4** 

Problem Set due Feb 23, 2017 15:30 PST 🗷

- Midterm Exam
- Week 5: Object Oriented <u>Programming</u>
- Sandbox

```
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" 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" 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:

```
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 def playHand(hand, wordList, n):
 2
 3
      Allows the user to play the given hand, as follows:
 4
 5
      * The hand is displayed.
6
      * The user may input a word or a single period (the string
 7
        to indicate they're done playing
8
      * Invalid words are rejected, and a message is displayed a
        the user to choose another word until they enter a valid
 9
10
      * When a valid word is entered, it uses up letters from th
      * After every valid word: the score for that word is displ
11
        the remaining letters in the hand are displayed, and the
12
13
        is asked to input another word.
14
      * The sum of the word scores is displayed when the hand fi
15
      * The hand finishes when there are no more unused letters
```

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

#### Unanswered

Submit You have used 0 of 30 attempts

# Problem 5 - Playing a Hand

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<b>Topic:</b> Problem Set 4 / Problem 5	

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