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.

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Problem 4 - Hand Length

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Problem 4 - Hand Length

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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 func
9
```

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

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