

# Playing a game | Problem Set 4 | Contenu du cours 6.00.1x

 [courses.edx.org/courses/course-v1:MITx+6.00.1x\\_6+2T2015/courseware/Week\\_4/Problem\\_Set\\_4/](https://courses.edx.org/courses/course-v1:MITx+6.00.1x_6+2T2015/courseware/Week_4/Problem_Set_4/)

A game consists of playing multiple hands. We need to implement one final function to complete our word-game program. Write the code that implements the `playGame` function. You should remove the code that is currently uncommented in the `playGame` body. Read through the specification and make sure you understand what this function accomplishes. For the game, you should use the `HAND_SIZE` constant to determine the number of cards in a hand.

**Testing:** Try out this implementation as if you were playing the game. Try out different values for `HAND_SIZE` with your program, and be sure that you can play the wordgame with different hand sizes by modifying *only* the variable `HAND_SIZE`.

## Sample Output

[Here is how the game output should 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: r
You have not played a hand yet. Please play a new hand first!

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: .
Goodbye! 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: .
Goodbye! 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: .
Goodbye! 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: x
Invalid command.
Enter n to deal a new hand, r to replay the last hand, or e to end game: e

```

### Hints about the output

Be sure to inspect the above sample output carefully - very little is actually printed out in this function specifically. Most of the printed output actually comes from the code you wrote in `playHand` - be sure that your code is modular and uses function calls to the `playHand` helper function!

You should also make calls to the `dealHand` helper function. You shouldn't make calls to any other helper function that we've written so far - in fact, this function can be written in about 15-20 lines of code.

Here is the above output, with the output from `playHand` obscured:

```

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: r
You have not played a hand yet. Please play a new hand first!

Enter n to deal a new hand, r to replay the last hand, or e to end game: n
<call to playHand>

Enter n to deal a new hand, r to replay the last hand, or e to end game: n
<call to playHand>

Enter n to deal a new hand, r to replay the last hand, or e to end game: n
<call to playHand>

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

```

Hopefully this hint makes the problem seem a bit more approachable.

### Entering Your Code

Be sure to only paste your definition for `playGame` in the following box. Do not include any other function definitions.