Hand length | Problem Set 4 | Contenu du cours 6.00.1x

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Week 4 > Problem Set 4 > Hand length

Hand Length

(5/5 points)

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.