

Valid words | Problem Set 4 | Contenu du cours 6.00.1x

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Valid Words

(10/10 points)

At this point, we have written code to generate a random hand and display that hand to the user. We can also ask the user for a word (Python's `raw_input`) and score the word (using your `getWordScore`). However, at this point we have not written any code to verify that a word given by a player obeys the rules of the game. A *valid* word is in the word list; **and** it is composed entirely of letters from the current hand. Implement the `isValidWord` function.

Testing: Make sure the `test_isValidWord` tests pass. In addition, you will want to test your implementation by calling it multiple times on the same hand - what should the correct behavior be? Additionally, the empty string (`' '`) is not a valid word - if you code this function correctly, you shouldn't need an additional check for this condition.

Fill in the code for `isValidWord` in `ps4a.py` and be sure you've passed the appropriate tests in `test_ps4a.py` before pasting your function definition here.

before running `test_ps4a.py`. **You have to do this every time you modify the file `ps4a.py` and want to run the file `test_ps4a.py`**, otherwise changes to the former will not be incorporated in the latter.
