

HW6 hint 1

For this function and for the next step, you may find it useful to write some helper functions:

`isLeaf(tree)`

Returns `True` if the tree is a leaf and `False` if it is an internal node. (You might prefer to name this function `isAnswer`, or even write its inverse, `isQuestion`.)

`yes(prompt)`

Uses the `prompt` to ask the user a yes/no question, and returns `True` if the answer is yes, `False` if it is no. Our version insists on a proper answer (including convenient and fun options like "y", "yup", and "sure").

`playLeaf(tree)` Plays a leaf node by suggesting an answer and deciding whether it was correct. (A reasonable alternate name could be `playAnswer`, or you're of course welcome to invent your own name.)

We chose not to have a separate `playInternal(tree)` function, but that would be a perfectly sensible option.