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# Problem 3 - Valid Words

Problem Set due Jul 16, 2020 20:30 -03 *Completo*

## Problem 3 - Valid Words

10/10 points (graded)

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 `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.

```
def isValidWord(word, hand, wordList):
    """
    Returns True if word is in the wordList and is entirely
    composed of letters in the hand. Otherwise, returns False.

    Does not mutate hand or wordList.

    word: string
    hand: dictionary (string -> int)
    wordList: list of lowercase strings
    """
    if len(word) != 0 and word in wordList and set(word) <= set(hand):
        resposta = True
```

```
14        for i in set(word):
15            if word.count(i) > hand[i]:
```

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

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# Test results

**Hide output**

**CORRECT**

Test 1

Function call: isValidWord(kwijibo, {'k': 1, 'w': 1, 'j': 1, 'b': 1, 'i': 2, 'o': 1}, <edX internal wordList>)

**Output:**

```
False
```

Test 2

Function call: isValidWord(chayote, {'y': 1, 't': 2, 'z': 1, 'c': 2, 'u': 2, 'o': 2, 'a': 1, 'h': 1}, <edX internal wordList>)

**Output:**

```
False
```

Test 3

Function call: isValidWord(hammer, {'m': 2, 'e': 1, 'a': 1, 'r': 1, 'h': 1}, <edX internal wordList>)

**Output:**

```
True
```

Test 4

Re-testing last test to see if you mutate the original hand

**Output:**

```
True
```

Test 4

Function call: isValidWord(rapture, {'r': 1, 't': 1, 'p': 2, 'u': 1, 'a': 3, 'e': 1}, <edX internal wordList>)

**Output:**

```
False
```

Random Test 1

Function call: isValidWord(pear, {'r': 1, 'p': 1, 'm': 1, 'e': 1, 'o': 1, 'a': 1, 'q': 1, 'n': 1}, <edX internal wordList>)

**Output:**

```
True
```

Random Test 2

Re-testing last test to see if you mutate the original hand

**Output:**

```
False
```

Random Test 3

Function call: isValidWord(coffee, {'d': 1, 'o': 1, 'j': 1, 'i': 1, 'c': 1, 'g': 1, 'f': 2, 'e': 2}, <edX internal wordList>)

**Output:**

```
True
```

Random Test 4

Re-testing last test to see if you mutate the original hand

**Output:**

```
False
```

Random Test 5

Function call: isValidWord(apple, {'p': 3, 'l': 1, 'e': 1, 'v': 2, 'a': 1, 'q': 1}, <edX internal wordList>)

**Output:**

```
True
```

Random Test 6

Re-testing last test to see if you mutate the original hand

**Output:**

```
False
```

Random Test 7

Function call: isValidWord(carrot, {'y': 2, 't': 1, 'l': 1, 'b': 1, 'z': 1, 'm': 1, 'e': 1, 'f': 1, 'a': 1, 'q': 1, 'h': 1}, <edX internal wordList>)

**Output:**

```
False
```

Random Test 8

Function call: isValidWord(daikon, {'d': 1, 'r': 1, 'k': 3, 'o': 1, 'i': 1, 'a': 2, 'n': 1}, <edX internal wordList>)

**Output:**

```
True
```

**Hide out**

Enviar You have used 2 of 30 attempts

✔ Correct (10/10 points)

## Problem 3 - Valid Words

Ocultar discussão

**Topic:** Problem Set 4 / Problem 3

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