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## Problem 4 - Hand Length

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

### Problem 4 - Hand Length

10.0/10.0 points (graded)

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.

```
1 def calculateHandlen(hand):
2     """
3     Returns the length (number of letters) in the current hand.
4
5     hand: dictionary (string int)
6     returns: integer
7     """
8     # TO DO... <-- Remove this comment when you code this function
9     return sum(hand.values())
```

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

Correta

## Test results



[Hide output](#)**CORRECT**

Test 1

Function call: calculateHandlen({'b': 1, 'a': 1})

**Output:**

2

Test 2

Function call: calculateHandlen({'c': 0, 'b': 1, 'a': 1})

**Output:**

2

Test 3

Function call: calculateHandlen({})

**Output:**

0

Test 4

Function call: calculateHandlen({'x': 0, 'y': 0, 'z': 0})

**Output:**

0

Randomized Test 1

Function call: calculateHandlen({'d': 1, 'k': 2, 's': 1, 'j': 1, 'v': 1, 'i': 2, 'n': 1, 't': 1, 'q': 1, 'p': 1, 'l': 1, 'a': 3})



**Output:**

16

Randomized Test 2

```
Function call: calculateHandlen({'k': 1, 'i': 3, 'n': 2, 's': 1, 'f': 1, 'l': 1, 'q': 1, 'j': 1, 'o': 1, 'e': 1, 'm': 1})
```

**Output:**

14

Randomized Test 3

```
Function call: calculateHandlen({'i': 2, 'q': 2, 'p': 1, 'f': 1, 'a': 1, 'u': 2, 'v': 1})
```

**Output:**

10

[Hide output](#)

Enviar

You have used 4 of 30 attempts

## Problem 4 - Hand Length

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