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Problem 3 - Valid Words

Problem 3 - Valid Words

0.0/10.0 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.

```
1 def isValidWord(word, hand, wordList):
2     """
3     Returns True if word is in the wordList and is entirely
4     composed of letters in the hand. Otherwise, returns False.
5
6     Does not mutate hand or wordList.
7
8     word: string
9     hand: dictionary (string -> int)
10    wordList: list of lowercase strings
11    """
12    # TO DO ... <-- Remove this comment when you code this function
13
```



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

Unanswered

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<div><div></div><div><u>I solved it in 4 lines!!</u></div><div>Feeling super proud of myself but I don't think I'm allowed to post the code here.</div></div>	10
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<div><div></div><div><u>Why isValidWord(kwijibo, {'i': 2, 'j': 1, 'o': 1, 'k': 1, 'b': 1, 'w': 1}) is False?</u></div><div>As i say</div></div>	12
<div><div></div><div><u>spolier</u></div><div>how to get 8.18: def isValidWord(word, hand, wordList): "" Returns True if word is in the wor...</div></div>	1
<div><div></div><div><u>What does this mean?</u></div><div>"Testing: Make sure the test isValidWord tests pass. In addition, you will want to test your im...</div></div>	2
<div><div></div><div><u>why use getFrequencyDict?</u></div><div>The grader says not to call updateHand to check validity of the word so as to not mutate the ...</div></div>	3
<div><div></div><div><u>Should I stop using pythontutor and his "visualize code" option?</u></div><div>Hi there, I finally figure out the code for this problem but there were some parts which I used...</div></div>	4
<div><div></div><div><u>why is my code wrong? **SPOILER</u></div><div>Can someone please explain what is wrong with this piece of code? <CTA edit - please no cod...</div></div>	3



?	<u>Are we meant to mutate the hand or not?</u>	2
	<u>I'm very confused by this question. I've got every example correct except one, after realising t...</u>	
💬	<u>Why use of updateHand is not valid?</u>	7
	<u>Specification of updateHand requires no side effects as per: Implement the updateHand func...</u>	
💬	<u>i am only using if-else staments and for loops, but i guess i have to use more stuff?</u>	4
	<u>my code is working, but i haven't used the new things learned in this unit, any suggestions t...</u>	
💬	<u>grader says code is correct (10/10) but doesn't run on my computer</u>	2
	<u>As above: when I execute the isValidWord(word, hand, wordList) function my computer says i...</u>	
💬	<u>oooops, continuing</u>	1
	<u>however when i don't pass in wordList program responds correctly...</u>	
?	<u>Error in test</u>	5
	<u>I wrote the code and it's working fine on my IDE but the test output is showing the wrong gra...</u>	
✓	<u>no error in my ide... wth?</u>	3
	<u>"There was a problem running your solution (Staff debug: L379). We couldn't run your solutio...</u>	
💬	<u>length of code</u>	3
	<u>Hello all My code is ten lines long and I would like to know if the problem can be solved more...</u>	
✓	<u>Type Error "int" object not subscriptable</u>	3
	<u>when referring to "hand" object as a dictionary (my copy of it) raises error that hand is int typ...</u>	
💬	<u>usage of loadwords function and update hand function</u>	1
	<u>In IDE wordList hits undefined, so, if anyone reads this, replace your function with just wordLi...</u>	
💬	<u>hand format</u>	6
	<u>Is it just me, or why does this system use such an awkward format for the hand of letters? An...</u>	
💬	<u>any better way to search the word in word list?</u>	12
	<u>I was thinking is there any better way of searching a word in wordList cause there are 83 k w...</u>	

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