

[Week 4: Good Programming](#)[Course](#) > [Practices](#)> [Problem Set 4](#) > Problem 6 - Playing a Game

## Problem 6 - Playing a Game

### Problem 6 - Playing a Game

0.0/15.0 points (graded)

A game consists of playing multiple hands. We need to implement one final function to complete our word-game program. Write the code that implements the `playGame` function. You should remove the code that is currently uncommented in the `playGame` body. Read through the specification and make sure you understand what this function accomplishes. For the game, you should use the `HAND_SIZE` constant to determine the number of cards in a hand.

**Testing:** Try out this implementation as if you were playing the game. Try out different values for `HAND_SIZE` with your program, and be sure that you can play the wordgame with different hand sizes by modifying *only* the variable `HAND_SIZE`.

#### Sample Output

Here is how the game output should look...



Loading word list from file...

83667 words loaded.

Enter n to deal a new hand, r to replay the last hand, or e to end game: r  
You have not played a hand yet. Please play a new hand first!

Enter n to deal a new hand, r to replay the last hand, or e to end game: n

Current Hand: p z u t t o

Enter word, or a "." to indicate that you are finished: tot

"tot" earned 9 points. Total: 9 points

Current Hand: p z u t

Enter word, or a "." to indicate that you are finished: .

Goodbye! Total score: 9 points.

Enter n to deal a new hand, r to replay the last hand, or e to end game: r

Current Hand: p z u t t o

Enter word, or a "." to indicate that you are finished: top

"top" earned 15 points. Total: 15 points

Current Hand: z u t t

Enter word, or a "." to indicate that you are finished: tu

Invalid word, please try again.

Current Hand: z u t t

Enter word, or a "." to indicate that you are finished: .

Goodbye! Total score: 15 points.

Enter n to deal a new hand, r to replay the last hand, or e to end game: n

Current Hand: a q w f f i p

Enter word, or a "." to indicate that you are finished: paw

"paw" earned 24 points. Total: 24 points

Current Hand: q f f i

Enter word, or a "." to indicate that you are finished: qi

"qi" earned 22 points. Total: 46 points

Current Hand: f f

Enter word, or a "." to indicate that you are finished: .

Goodbye! Total score: 46 points.

Enter n to deal a new hand, r to replay the last hand, or e to end game: n

Current Hand: a r e t i i n

Enter word, or a "." to indicate that you are finished: inertia

"inertia" earned 99 points. Total: 99 points.



```
Run out of letters. Total score: 99 points.
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: x
Invalid command.
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: e
```

### Hints about the output

Be sure to inspect the above sample output carefully - very little is actually printed out in this function specifically. Most of the printed output actually comes from the code you wrote in `playHand` - be sure that your code is modular and uses function calls to the `playHand` helper function!

You should also make calls to the `dealHand` helper function. You shouldn't make calls to any other helper function that we've written so far - in fact, this function can be written in about 15-20 lines of code.

Here is the above output, with the output from `playHand` obscured:

```
Loading word list from file...
```

```
83667 words loaded.
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: r
You have not played a hand yet. Please play a new hand first!
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: n
<call to playHand>
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: n
<call to playHand>
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: n
<call to playHand>
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: x
Invalid command.
```

```
Enter n to deal a new hand, r to replay the last hand, or e to end game: e
```



Hopefully this hint makes the problem seem a bit more approachable.

### Entering Your Code

Be sure to only paste your definition for `playGame` in the following box. Do not include any other function definitions.

### A Cool Trick about 'print'

A cool trick about `print`: you can make two or more print statements print to the same line! Try out the following code. It will separate the first and second line with a space, and the second and third line with a "?" rather than putting each on a new line.

```
print('Hello', end = " ")
print('world', end="?")
print('!')
```

```
1 def playGame(wordList):
2     """
3     Allow the user to play an arbitrary number of hands.
4
5     1) Asks the user to input 'n' or 'r' or 'e'.
6         * If the user inputs 'n', let the user play a new (random) hand.
7         * If the user inputs 'r', let the user play the last hand again.
8         * If the user inputs 'e', exit the game.
9         * If the user inputs anything else, tell them their input was invalid
10
11     2) When done playing the hand, repeat from step 1
12     """
13     # TO DO ... <-- Remove this comment when you code this function
14
```

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

Unanswered

**Note:** the `input` function on Spyder may print an extra newline. That's ok. Do not try to move text backwards using `end= '\b'` in a print statement



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You have used 0 of 30 attempts

Problem 6 - Playing a Game

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<div><div></div><div><u>15 lines of code</u></div><div>It was really easy then the last one.</div></div>	1
<div><div></div><div><u>keep getting this error in the grader but this doesnt happen in the IDE</u></div><div>Function call: playGame(&lt;edX internal wordList&gt;) Test 5: Nothing should break if I call 'r' first -...</div></div>	5
<div><div></div><div><u>invalid syntax :</u></div><div>comma after "e" show up as invalid syntax, why? File "submission.py", line 17 if userEnter=="...</div></div>	2
<div><div></div><div><u>done successfully, but still feel could have done better</u></div><div>1) I have done the program successfully but used 17 lines of code to do that. Just wondering i...</div></div>	4
<div><div></div><div><u>19 lines of code: 01 hr</u></div><div>The secret is to write a pseudocode on paper before starting to write the code. previous time...</div></div>	3
<div><div></div><div><u>how to replay the last hand?</u></div><div>I used if elif elif else, and the a recursive call to playGame to continue playing the game until '...</div></div>	7
<div><div></div><div><u>Hallelujah Finally Solved, ~15 hours</u></div><div>To all the first-time-programmers out there, This was really difficult for me, not because of th...</div></div>	3
<div><div></div><div><u>if _name_ == '_main_': how does this make the program runs?</u></div><div>Where is the _name_ variable assigned and why is it equal to '_main_'?</div></div>	2
<div><div></div><div><u>There was a problem running your solution (Staff debug: L379).</u></div><div>Hi, I received the following two message in the report without any other information. I even r...</div></div>	3
<div><div></div><div><u>What's the meaning of the all capital letter string variables/constants at the beginning?</u></div><div>The all caps variables at the beginning of the ps4a.py code appear to mean something. The a...</div></div>	5



?	<u>end=""</u> what does this function(end="") do?	3
?	<u>'HAND_SIZE' not properly passed in to 'dealHand' function. Be sure you pass in 'HAND_SIZE', not a static constant.</u> I am getting the error message 'HAND_SIZE' not properly passed in to 'dealHand' function. Be...	3
?	<u>Should playHand function return updated dictionary?</u> I implemented "playHand" function that returns dictionary, the grader marked it as a correct ...	3
?	<u>different output</u> so when i run my program in spyder this is my output: `Loading word list from file... 83667 w...	4
?	<u>use of global variables?</u> I have difficulties telling program that i have already played one hand, since all the variables i ...	3
💬	<u>"Current Hand: " text before displayHand</u> For Problem 5 you can straight up just call `displayHand` and it will be considered correct, w...	5
?	<u>Why in playHand(), hand dict is updated, but back in playGame(), hand dict keeps unchanged.</u> Hi, We start the game with playGame(). hand dictionary is originated by calling dealHand(HA...	9
?	<u>Why the playGame function begins after running the code?</u> Hello! I've already done the problem 6, but I've got a doubt and I'd like to resolve it. Along the...	6
✓	<u>hand seems to be reversed!</u> Somewhere in coding, Python reverses the letters in the hand. The grader complains as follo...	2
?	<u>Can't get HAND_SIZE Right for Grader</u> My code works in my IDE but I can't get HAND_SIZE to work for the grader! I keep getting the ...	6
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