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## Problem 4 - Hand Length

### Problem 4 - Hand Length

0.0/10.0 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
```

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

Unanswered

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You have used 0 of 30 attempts



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<input checked="" type="checkbox"/> <u>One line code</u>	11
Another user mentioned that the code can be written in one line. What concept is behind it,...	
<u>Euhm?</u>	11
So I did this in 2 ways. 1. 5 lines of code (of which most was copied from another function in t...	
<u>I think the grading is being done wrong. Please look at the output that I have copied below:</u>	2
INCORRECT Hide output Hide output Test 1 Function call: calculateHandlen({'a': 1, 'b': 1}) Out...	
<u>Is this function useful?</u>	7
It is said that it can be written with less than 5 lines of code. My code includes 1 line. So I am...	
<u>Are we allow to share answer here?</u>	2
Hi community TAs, are we allowed to share code here so that everyone can learn from each...	
<input checked="" type="checkbox"/> <u>Function Call for 1 Line?</u>	3
I've got enough experience in Python--from Harvard's CS50x course--to know some basic buil...	

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