W D SC S : 10.0 P I TS

The first step is to implement some code that allows us to calculate the score for a single word. The function `getWordScore` should accept as input a string of lowercase letters (a *word* and return the integer s ore for that word, *using the game s s oring ru es.*

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Scoring

- **The score for the hand is the sum of the scores for each word formed.**
- **The score for a word is the sum of the points for letters in the word multiplied b the length of the word plus 0 points if all** *n etters are used on the first word reated.*
- *etters are s ored as in rabb e is worth 1, is worth 3, is worth 3, is worth 2, is worth 1, and so on. e have defined the di tionar* `SCRABBLE_LETTER_VALUES` that m aps each lowercase letter to its Scrabble letter value.
- ore am ple, 'weed' would be worth 32 points ((4 1 1 2) for the four letters, then m ultiply by `len('weed')` to get (4 1 1 2) 4 = 32). Be sure to chec that the hand actually has 1 'w', 2 'e's, and 1 'd' before scoring the word
- As another e am ple, if *n= and ou ma e the word wa bi on the first tr , it wou d be worth 1 oints the base s ore for wa bi is 4 1 4 3 1 1 1 =10 , us an additiona 0 oint bonus for using a n etters .*

- *You ma assume that the in ut* `word` is alwa s either a string of lowercase letters, or the em pty string `""`.
- ou will want to use the `SCRABBLE_LETTER_VALUES` dictionary defined at the top of `ps4a.py`. ou should not change its value.
- Do **not assume that there are alwa s letters in a hand The parameter** `n` is the num ber of letters required for a bonus score (the m a im um num ber of letters in the hand). ur goal is to eep the code m odular if you want to try playing your word gam e with *n=10 or n=4, ou wi be ab e to do it b sim hanging the va ue of* `HAND_SIZE`
- **Testing: If this function is implemented properl and ou run** `test_ps4a.py`, you should see that the `test_getWordScore()` tests pass. Also test your im plem entation of `getWordScore`, using som e reasonable English words.

ill in the code for `getWordScore` in `ps4a.py` and be sure you 've passed the appropriate tests in `test_ps4a.py` before pasting your function definition here.

```
def getWordScore(word, n):
    """
    Returns the score for a word. Assumes the word is a valid word.

    The score for a word is the sum of the points for letters in the
    word, multiplied by the length of the word, PLUS 50 points if all n
    letters are used on the first turn.

    Letters are scored as in Scrabble; A is worth 1, B is worth 3, C is
    worth 3, D is worth 2, E is worth 1, and so on (see SCRABBLE_LETTER_VALUES)

    word: string (lowercase letters)
    n: integer (HAND_SIZE; i.e., hand size required for additional points)
    returns: int >= 0
    """
```

Test results

CORRECT

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