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## COMPUTER PLAYS A HAND

### THIS PART OF THE PROBLEM SET IS OPTIONAL

*Due to technical difficulties, we have not been able to post a grader for this problem in a timely manner. In the interest of fairness, we are thus making this problem optional. We encourage you to implement this problem - you'll learn a lot, and have a really fun program to show off to friends and family!*

Now that we have the ability to let the computer choose a word, we need to set up a function to allow the computer to play a hand - in a manner very similar to Part A's `playHand` function (get the hint?).

Implement the `compPlayHand` function. This function should allow the computer to play a given hand, using the procedure you just wrote in the previous part. This should be very similar to the earlier version in which a user selected the word, although deciding when it is done playing a particular hand will be different.

Be sure to test your function on some randomly generated hands using `dealHand`.

#### Test Cases

##### Test Cases

Some test cases to look at:

```
compPlayHand({'a': 1, 'p': 2, 's': 1, 'e': 1, 'l': 1}, wordList)
```

```
Current Hand:
a p p s e l
"appels" earned 110 points. Total: 110 points
Total score: 1100 points.
```

```
compPlayHand({'a': 2, 'c': 1, 'b': 1, 't': 1}, wordList)
```

```
Current Hand:
a a c b t
"acta" earned 24 points. Total: 24 points
Current Hand:
b
Total score: 24 points.
```

```
compPlayHand({'a': 2, 'e': 2, 'i': 2, 'm': 2, 'n': 2, 't': 2}, wordList)
```

```
Current Hand:
a a e e i i m m n n t t
"immanent" earned 96 points. Total: 96 points
Current Hand:
a e t i
"ait" earned 9 points. Total: 105 points
Current Hand:
e
Total score: 105 points.
```

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