**Assignment-3**

**Assignment-3:** 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.

**Input Format:**

* The first line contains the word
* The second line contains the no of key value pairs
* The each input contains the key and value
* The last line contains the elements of the list separated by space.

**Output Format:**

* Returns a boolean value.

**Sample Input #1:**

**Kwijibo**

**6**

**o 1**

**k 1**

**i 2**

**w 1**

**b 1**

**j 1**

**know do does done**

**Sample Output #1:**

**False**