**Assignment-4**

**Assignment-4:** 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.

**Input Format:**

* The first line contains the number of key value pairs
* Each input contains the key and value separated by space

**Output Format:**

* Returns a Integer value.

**Sample Input #1:**

**2**

**b 1**

**a 1**

**Sample Output #1:**

**2**