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## Computer Plays a Hand

(10 points possible)

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

Paste your definition of `compChooseWord`, in addition to your definition of `compPlayHand`, in the box below.



Unanswered

*You have used 0 of 30 submissions*

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