**edX**        **MITx: 6.00.1x Introduction to Computer Science and Programming Using P...**

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# Valid Words

 (10 points possible)
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 `raw_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.

**Canopy specific instructions:** If you modify code in `ps4a.py` go to

> Run -> Restart Kernel (or hit the CTRL with the dot on your keyboard)

before running `test_ps4a.py` . **You have to do this every time you modify the file** `ps4a.py` **and want to run the file** `test_ps4a.py` , otherwise changes to the former will not be incorporated in the latter.

✎

```
1  def isValidWord(word, hand, wordList):
2      """
3      Returns True if word is in the wordList and is entirely
4      composed of letters in the hand. Otherwise, returns False.
5
6      Does not mutate hand or wordList.
7
```

Unanswered

*You have used 0 of 30 submissions*