

## PLAYING A HAND (15 points possible)

In `ps4a.py`, note that in the function `playHand`, there is a bunch of *pseudocode*. This pseudocode is provided to help guide you in writing your function. Check out the [Why Pseudocode? \(/c4x/MITx/6.00.1\\_3x/asset/files\\_ps04\\_files\\_WhyPseudocode.pdf\)](/c4x/MITx/6.00.1_3x/asset/files_ps04_files_WhyPseudocode.pdf) resource to learn more about the What and Why of Pseudocode before you start coding your solution.

**Note:** Do **not** assume that there will always be 7 letters in a hand! The parameter `n` represents the size of the hand.

**Testing:** Before testing your code in the answer box, try out your implementation as if you were playing the game. Here is some example output of `playHand`:

### Test Cases

[Case #1](#)
[Case #2](#)
[Case #3](#)
[Additional Testing](#)

```
1 def playHand(hand, wordList, n):
2     """
3     Allows the user to play the given hand, as follows:
4
5     * The hand is displayed.
6     * The user may input a word or a single period (the string ".")
7       to indicate they're done playing
8     * Invalid words are rejected, and a message is displayed asking
9       the user to choose another word until they enter a valid word or "."
10    * When a valid word is entered, it uses up letters from the hand.
11    * After every valid word: the score for that word is displayed,
12      the remaining letters in the hand are displayed, and the user
13      is asked to input another word.
14    * The sum of the word scores is displayed when the hand finishes.
15    * The hand finishes when there are no more unused letters or the user
16    inputs a "."
```

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