

## PLAYING A GAME (10 points possible)

A game consists of playing multiple hands. We need to implement one final function to complete our word-game program. Write the code that implements the `playGame` function. You should remove the code that is currently uncommented in the `playGame` body. Read through the specification and make sure you understand what this function accomplishes. For the game, you should use the `HAND_SIZE` constant to determine the number of cards in a hand.

**Testing:** Try out this implementation as if you were playing the game. Try out different values for `HAND_SIZE` with your program, and be sure that you can play the wordgame with different hand sizes by modifying *only* the variable `HAND_SIZE`.

## Sample Output

[Here is how the game output should look...](#)[Hints about the output](#)[Entering Your Code](#)[A Cool Trick about 'print'](#)

```
1 def playGame(wordList):
2     """
3     Allow the user to play an arbitrary number of hands.
4
5     1) Asks the user to input 'n' or 'r' or 'e'.
6         * If the user inputs 'n', let the user play a new (random) hand.
7         * If the user inputs 'r', let the user play the last hand again.
8         * If the user inputs 'e', exit the game.
9         * If the user inputs anything else, tell them their input was invalid.
10
11     2) When done playing the hand, repeat from step 1
12     """
13     # TO DO ... <-- Remove this comment when you code this function
14
```

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