

## HAND LENGTH (5 points possible)

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.

```
1 def calculateHandlen(hand):
2     """
3     Returns the length (number of letters) in the current hand.
4
5     hand: dictionary (string int)
6     returns: integer
7     """
8     # TO DO... <-- Remove this comment when you code this function
9
```

Unanswered

Check

Save

You have used 0 of 30 submissions

Show Discussion

New Post



[About \(https://www.edx.org/about-us\)](https://www.edx.org/about-us)
[Jobs \(https://www.edx.org/jobs\)](https://www.edx.org/jobs)
[Press \(https://www.edx.org/press\)](https://www.edx.org/press)
[FAQ \(https://www.edx.org/student-faq\)](https://www.edx.org/student-faq)
[Contact \(https://www.edx.org/contact\)](https://www.edx.org/contact)



EdX is a non-profit created by founding partners Harvard and MIT whose mission is to bring the best of higher education to students of all ages anywhere in the world, wherever there is Internet access. EdX's free online MOOCs are interactive and subjects include computer science, public health, and artificial intelligence.



(http://www.meetup.com/edX-Global-Community/)



(http://www.facebook.com/EdxOnline)



(https://twitter.com/edXOnline)



(https://plus.google.com/108235383044095082)



(<http://youtube.com/user/edxonline>)

© 2014 edX, some rights reserved.

Terms of Service and Honor Code -  
Privacy Policy (<https://www.edx.org/edx-privacy-policy>)