## 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
8      word: string
9      hand: dictionary (string -> int)
10     wordList: list of lowercase strings
11     """
12     # TO DO ... <-- Remove this comment when you code this function
13
```

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