Help

COMPUTER PLAYS A HAND (10 points possible)

Now that we have the ability to let the computer choose a word, we need to set up a function to allow the computer to play a hand - in a manner very similar to Part A's `playHand` function (get the hint?).

Implement the `compPlayHand` function. This function should allow the computer to play a given hand, using the procedure you just wrote in the previous part. This should be very similar to the earlier version in which a user selected the word, although deciding when it is done playing a particular hand will be different.

Be sure to test your function on some randomly generated hands using `dealHand`.

Test Cases
Test Cases

Paste your definition of `compChooseWord`, in addition to your definition of `compPlayHand`, in the box below.

```
 1 def compPlayHand(hand, wordList, n):
 2     """
 3     Allows the computer to play the given hand, following the same procedure
 4     as playHand, except instead of the user choosing a word, the computer
 5     chooses it.
 6
 7     1) The hand is displayed.
 8     2) The computer chooses a word.
 9     3) After every valid word: the word and the score for that word is
10     displayed, the remaining letters in the hand are displayed, and the
11     computer chooses another word.
12     4)  The sum of the word scores is displayed when the hand finishes.
13     5)  The hand finishes when the computer has exhausted its possible
14     choices (i.e. compChooseWord returns None).
15
16     hand: dictionary (string -> int)
```

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