

YOU AND YOUR COMPUTER (15 points possible)

Now that your computer can choose a word, you need to give the computer the option to play. Write the code that re-implements the `playGame` function. You will modify the function to behave as described below in the function's comments. As before, you should use the `HAND_SIZE` constant to determine the number of cards in a hand. Be sure to try out different values for `HAND_SIZE` with your program.

Sample Output and Hints

[Here is how the game output should look...](#)[Hints about the output](#)[A Note On Runtime](#)[Entering Your Code](#)

```
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 'e', immediately exit the game.
7         * If the user inputs anything that's not 'n', 'r', or 'e', keep asking them again.
8
9     2) Asks the user to input a 'u' or a 'c'.
10        * If the user inputs anything that's not 'c' or 'u', keep asking them again.
11
12    3) Switch functionality based on the above choices:
13        * If the user inputted 'n', play a new (random) hand.
14        * Else, if the user inputted 'r', play the last hand again.
15
16        * If the user inputted 'u', let the user play the game
```

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