COMPUTER CHOOSES A WORD (15 points possible)

Part B is dependent on your functions from `ps4a.py`, so be sure to complete `ps4a.py` before working on `ps4b.py`

Now that you have completed your word game code, you decide that you would like to enable your computer (SkyNet) to play the game (your hidden agenda is to prove once and for all that computers are inferior to human intellect!) In Part B you will make a modification to the `playHand` function from part A that will enable this to happen. The idea is that you will be able to compare how you as a user succeed in the game compared to the computer's performance.

It is your responsibility to create the function `compChooseWord(hand, wordList, n)`. Pseudocode is provided in the file `ps4b.py`.

If you follow the pseudocode, you'll create a computer player that is legal, but not always the best. Once you've implemented it following our approach, feel free to try your own approach! As much as we'd love to give you credit for making an improved `compChooseWord` function, we hope you can understand our automatic grading facilities are limited in their ability to accept differing solutions.

Hints and Sample Output

A Note On Runtime

Test Cases

```
def compChooseWord(hand, wordList, n):
    """
    Given a hand and a wordList, find the word that gives
    the maximum value score, and return it.

    This word should be calculated by considering all the words
    in the wordList.

    If no words in the wordList can be made from the hand, return None.

    hand: dictionary (string -> int)
    wordList: list (string)
    returns: string or None
    """
    # BEGIN PSEUDOCODE (available within ps4b.py)

```

Unanswered

Check Save *You have used 0 of 30 submissions*

Show Discussion New Post

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.

© 2014 edX, some rights reserved.
Terms of Service and Honor Code - Privacy Policy (https://www.edx.org/edx-privacy-policy)