Programming Assignment 6

Due: Friday, June 5th

Write a Python program that solves jumble problems. The user types in a jumbled word, your program generates all anagrams of the word and then checks which (if any) are in the dictionary. The anagrams appearing in the dictionary are printed as solutions to the puzzle. Call your program `jumble.py`.

Steps:

1. Create a function that takes as a parameter a filename (corresponding to the text file of words).
2. Ask the user for a word to un-jumble. Make all the letters in the word lowercase.
3. Create an anagram list (as in class) for the jumbled word.
   - I recommend that you don't begin this assignment until we have covered anagrams in class.
4. Read in the dictionary and put all of the words (also lowercase) into a list.
5. Check if any of the words in the anagram list match the dictionary list.
6. As in the sample session below, print the appropriate statements.

Session 1

```
Please enter a jumbled word:  prinsg
Your word is spring.
```

Session 2

```
Please enter a jumbled word:  lsitNe
Your words are:
silent
listen
enlist
tinsel
```

Session 3

```
Please enter a jumbled word:  cokie
Your word cannot be unjumbled.
```

Every program that you submit in this class should begin with a comment block resembling the model below.

```
# your name
# your userid@ucsc.edu
# programming assignment 6
# a short description of what the program does
```

Test your program thoroughly. Attach the file `jumble.py` to Programming Assignment 6 on eCommons.