

Due date: 10-05-2015 (Monday.), 2pm

Submission: C source file, **daily13.c**, on Blackboard

Description:

Create a project called Daily13. Add a C source file to the project named daily13.c.

Write a program to score the paper-rock-scissors game AGAIN. Each of two players enters either P, R, or S. The program then announces the winner as well as the basis for determining the winner: "Paper covers rock", "Rock breaks scissors", "Scissors cut paper", or "Draw, nobody wins". The players must be able to enter either upper- or lower-case letters.

The primary difference between this daily and daily 11 is that in this one you MUST use a function to get the input value for the player's choice. The function MUST return an enumerated type called Choice that has three values, ROCK, PAPER, and SCISSORS. This makes it so that the only part of your program that pertains to the player choices that can involve character variables is the input portion. The rest of your program should always use variables of the enumerated Choice type and the end result should be that your program is easier to read.

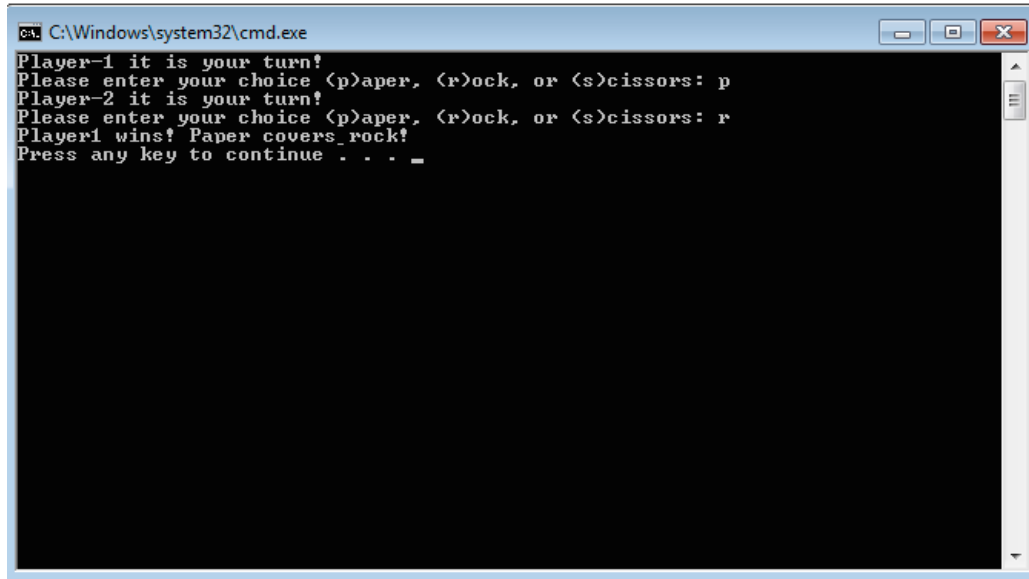
The function prototype should be like:

```
Choice functionName ();  
    //Inside your function, you will read a valid input  
    //from the keyboard, and decide the choice  
    //for that input, and return the value (a Choice type  
    //variable)
```

When you call the function, you will need a Choice variable to save the value in the calling function. e.g.,

```
Choice userChoice = functionName();
```

Your program output should look the same as before, like the following:



```
C:\Windows\system32\cmd.exe
Player-1 it is your turn!
Please enter your choice (p)aper, (r)ock, or (s)cissors: p
Player-2 it is your turn!
Please enter your choice (p)aper, (r)ock, or (s)cissors: r
Player1 wins! Paper covers rock!
Press any key to continue . . . _
```

At the top of your program you should have a comment section that follows the below format:

```
/******
  Author: <insert your name>
  Date: 10/01/2015

  Purpose: <Insert a short description of what
            your program does here.>
  Time Spent: <Insert how much time you spent
              on the assignment here>
******/
```

Happy coding! Let me know if you have any questions.