Create a project called Daily12. Add a C source file to the project named daily12.c.

Write a program to score the paper-rock-scissors game. 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. If an invalid choice is entered, the player should be permitted to re-enter his choice immediately (before the other player is given a chance to enter their value). The program must allow the players to continue playing as long as desired by asking them after each game if they would like to play again.

Your program output should look something like the following:

```
Player-1 it is your turn!
Please enter your choice (p)aper, (r)ock, or (s)cissors: why
I'm sorry, I do not understand.
Please enter your choice (p)aper, (r)ock, or (s)cissors: 42
I'm sorry, I do not understand.
Please enter your choice (p)aper, (r)ock, or (s)cissors: Paper!
Player-2 it is your turn!
Please enter your choice (p)aper, (r)ock, or (s)cissors: r
Player-1 wins! Paper covers rock.
Do you wish to continue? (y/n): y
Player-1 it is your turn!
Please enter your choice (p)aper, (r)ock, or (s)cissors: s
Player-2 it is your turn!
Please enter your choice (p)aper, (r)ock, or (s)cissors: ROCK on!
Player-2 wins! Rock breaks scissors.
Do you wish to continue? (y/n): n
Press any key to continue . . . _
```

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