Homework Assignment 11 This assignment due on Friday April 21.

Rewrite the Rock-Paper-Scissor game using **functions**

Requirements:

1. Your program should do exactly the same job as the program you wrote for HW8.
2. You must follow the coding style of the department.
3. You should have a function ***get\_player\_choice***(). This function should ask the human player to type a shape. Then this function should return the shape. If the human player types something that is not a valid shape, this function still accepts it and returns it.
4. You should have a function ***get\_AI\_choice***(). This function should let the AI player (computer player) choose one of the 3 shapes randomly. Then this function should return the shape.
5. You should have a function ***decide\_who\_wins***(). This function takes 2 parameters, the human player’s shape and the AI player’s shape. Then this function should determine who wins. If the human player’s shape is not ‘R’, ‘P’, ‘S’, ‘r’, ‘p’, or ‘s’. This function should conclude that the human player loses, just like HW8 did. If the human player wins, this function should return 1. If the AI player wins, this function should return 2. If it’s a draw game, this function should return 0.
6. You should have a function ***play\_10\_games***(). This function should call the above 3 functions and play the game exactly 10 times using a loop. This function should also count how many times the human player wins as the score of the human player. Then the function should return the score.
7. The ***main*** function should not call ***get\_player\_choice***(), ***get\_AI\_choice***(), or ***decide\_who\_wins***(). The ***main*** function should only call ***play\_10\_games***(), and then display the human player’s score on the screen.
8. The template has been provided.