

Rock paper Game Programming

- **Function 1: `getUserChoice()` - 3 pts**
 - Write a function called `getUserChoice()` that doesn't take any arguments and returns the user's choice (either 'rock', 'paper', or 'scissors') as a string. The function should prompt the user until a valid input is received.
- **Function 2: `getComputerChoice()` - 3 pts**
 - Write a function called `getComputerChoice()` that doesn't take any arguments and returns a random choice (either 'rock', 'paper', or 'scissors') as a string.
- **Function 3: `determineWinner(user_choice, computer_choice)` - 4 pts**
 - Write a function called `determineWinner()` that takes two arguments, the user's choice and the computer's choice. The function should determine the winner based on the rules of Rock-Paper-Scissors and return a string indicating the result ('user', 'computer', or 'tie').
- **Function 4: `playRockPaperScissors()` - 5 pts**
 - Write a function called `playRockPaperScissors()` that runs the main loop for the Rock-Paper-Scissors game.