1. Perkovic 5.26, 1st ed.

5.26 Rock, Paper, Scissors is a two-player game in which each player chooses one of three items. If both players choose the same item, the game is tied. Otherwise, the rules that determine the winner are:
   (a) Rock always beats Scissors (Rock crushes Scissors)
   (b) Scissors always beats Paper (Scissors cut Paper)
   (c) Paper always beats Rock (Paper covers Rock)

Implement function rps() that takes the choice (‘R’, ‘P’, or ‘S’) of player 1 and the choice of player 2, and returns -1 if player 1 wins, 1 if player 2 wins, or 0 if there is a tie.

```python
>>> rps('R', 'P')
1
>>> rps('R', 'S')
-1
>>> rps('S', 'S')
0
```
2. Using the `random` module, implement function `rollDie(nSides)`, that returns the side of an `nSides`-sided die that lands face-up in a fair roll.

3. Using the `random` module and calling your function `rollDie(nSides)` written in problem 2, write a function `rollDice(nSides, nDice)` that returns the sum of the numbers that land face-up when `nDice` each having `nSides` are rolled simultaneously.

4. Modify your function `rollDice(nSides, nDice)` from problem 3 so that it returns the sum of only the dice that land odd-numbered face up, and name this function `rollDiceOdd(nSides, nDice)`. 
5. Using the `random` module, write a function `removeAndReturnRandomElement(L)` that selects an element from list `L` at random, removes it from the list and returns it. *NOTE: You can assume for simplicity that there are no repeated objects within the list, `L`.*