

# Day 5- Programs at Bootcamp

## Section A - Elements of Programing :- Condition, Loops and Logical Programming

1. Write a program **FlipCoin.java** to simulate a coin flip and print out "Heads" or "Tails" accordingly and finally print the percentage of Head vs Tail.
2. Write a program **PowerOf2.java** that takes a command-line argument n and prints a table of the powers of 2 that are less than or equal to  $2^n$ .

# Day 5 - Programs at Home

## Section A - Elements of Programing :- Condition, Loops and Logical Programming

1. Write a Program **GamlingSimulator.java** where a gambler starts with certain stake in INR and places fair Re 1 bet until he/she goes broke or reaches the goal set as input. Keeps track of the number of times won and number of bets made. Run the simulation N times.

**Input** - stake, goal and trails are taken as input

**Output** - Number of times won, Percent Win and Avg number of bets made.