

```
1 #include <iostream>
2 #include <map>
3 #include <string>
4 #include <functional>
5 #include <ctime>
6
7 using namespace std;
8
9 //toss_coin function
10 void toss_coin(unsigned);
11
12 int main () {
13     unsigned num_of_toss;
14     cout << "Enter the number of tosses for the coin: ";
15     cin >> num_of_toss;
16     toss_coin(num_of_toss);
17     return 0;
18 }
19
20 //Toss coin
21 void toss_coin(unsigned toss_count){
22     if(toss_count <= 0){
23         cout << "Coin simulation ended." << endl;
24         exit(EXIT_FAILURE);
25     }
26     unsigned toss_counter {0};
27     unsigned seed{static_cast<unsigned int>(time(nullptr))};
28     srand(seed);
29     while (toss_counter <= toss_count){
30         unsigned toss{static_cast<unsigned int>(rand() % 2 + 1)};
31         if (toss == 1){
32             cout << "Head" << endl;
33         }else if (toss == 2){
34             cout << "Tail" << endl;
35         }
36         toss_counter++;
37     }
38 }
39
```