Class FlipCoin

java.lang.Object
    FlipCoin

```
public class FlipCoin
extends Object
```

FlipCoin class extends from superclass Game, and allows user to bet on the result of flipping a coin. User can choose how much to bet, head or tail, how many times in a row for the head or tail. If user is correct, the return money will be put back into user's wallet.

Field Summary

Fields

Modifier and Type	Field	Description
private int	rows	number of times that head or tail appears in a row
private int	toss	number to represent the desired result: head = 1; tail = 2

Constructor Summary

Constructors

Constructor	Description
FlipCoin(User[] players, double[] bets, int gameID)	constructor calls superclass Game, and displays a logo

Method Summary

All Methods   Static Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
static int	flip()	Returns a randomly generated integer, 1 or 2, representing head and tail
double[]	getBets()	Gets the list of bets as a string
int	getGameID()	Gets the game id
String	getPlayers()	Gets the list of players' usernames as a string
static void	main(String [] args)	Main method to test features of the game of FlipCoin

		of FlipCoin
double	`multiply()`	Returns the multiplier to which the bet will be multiplied if winning
void	`returnMoney()`	Returns the players winning to their respective wallets
void	`setRows(int rowsInput)`	set the number in a row for the coin, 1 or bigger
void	`setToss(int tossInput)`	set toss for the game.
String	`toString()`	To print out the users who are playing the game
void	`updateBet(String username, int val)`	Updates a certain players' bet amount

Methods inherited from class java.lang.Object

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `wait` , `wait` , `wait`

Field Details

toss

```
private int toss
```

number to represent the desired result: head = 1; tail = 2

rows

```
private int rows
```

number of times that head or tail appears in a row

Constructor Details

FlipCoin

```
public FlipCoin(User[] players,
                double[] bets,
                int gameID)
```

constructor calls superclass Game, and displays a logo

Parameters:

`players` - [] players in the game

`bet` - players' bets on the game

`gameID` - identification number of the game

Method Details

setToss

`public void setToss(int tossInput)`

set toss for the game.

Parameters:

`tossInput` - an integer represents head = 1, tail = 2

setRows

`public void setRows(int rowsInput)`

set the number in a row for the coin, 1 or bigger

Parameters:

`rowsInput` - an integer for number of times in a row for a toss.

flip

`public static int flip()`

Returns a randomly generated integer, 1 or 2, representing head and tail

Returns:

integer 1 or 2

multiply

`public double multiply()`

Returns the multiplier to which the bet will be multiplied if winning

Returns:

multiplier if winning

toString

```
public String  toString()
```

To print out the users who are playing the game

Overrides:

`toString` in class `Object`

main

```
public static void main(String [] args)
```

Main method to test features of the game of FlipCoin

getPlayers

```
public String  getPlayers()
```

Gets the list of players' usernames as a string

Returns:

the players' usernames, space separated

getBets

```
public double[] getBets()
```

Gets the list of bets as a string

Returns:

the players' bets, space separated

getGameID

```
public int getGameID()
```

Gets the game id

Returns:

the game id

updateBet

```
public void updateBet(String  username,
                      int val)
```

Updates a certain players' bet amount

Parameters:

username - the username of the players' bet to be updated

val - the value that the bet is updated to

returnMoney

```
public void returnMoney()
```

Returns the players winning to their respective wallets