1. Objective: Practice creating loops. Johnny's parents are getting tired of him coming home and playing the XBox One rather than feeding his pets. He has been doing this for three months straight. As punishment, his parents have made him type the phrase, ***"I will feed my pets as soon as I get home"*** thirty-two (32) times.
Write a program that will make Johnny's punishment easier.

```
class S1301Loop1{
    public static void main(String []args)
    {




    }
}
```

2. Goal: Practice creating objects of a class and calling the class' methods
The following field and methods are from a UML diagram for the Coin class.

- A String sideUp will hold either "heads" or "tails" indicating the side of the coin that is facing up.
- The getSideUp method returns the value of the sideUp field.
- The toss method simulates the tossing of the coin. When the toss method is called, it randomly determines the side of the coin that is facing up("heads" or "tails") and sets the sideUp field accordingly.

Coin
- sideUp: String
+ getSideUp(): String + toss(): void

2A. Write code that declares a Coin object named **penny**.

2B. Write code that will toss the coin 5 times. Each time after the coin is tossed, display the side that is facing up.

3. Goal: Write the definition of the a Class named Coin

- A String sideUp will hold either "heads" or "tails" indicating the side of the coin that is facing up.
- A no-arg constructor randly determines the side of the coin that is facing up ("heads" or "talls") and initializes the sideUp field accordingly.
- The getSideUp method returns the value of the sideUp field.
- The toss method simulates the tossing of the coin. When the toss method is called, it randomly determines the side of the coin that is facing up("heads" or "tails") and sets the sideUp field accordingly.

Coin
- sideUp: String
+ Coin(): + getSideUp(): String + toss(): void

```
public class Coin
{
        //3A. Declare the instance field
```

//3B.Write the definition of the constructor

//3C. Write the definition of the **getSideUp** Method

.

//3D. Write the definition of the **toss** method

```
}
```