public class Coin {

//fields or instance variables

//each coin has its own copy of these fields

private int value;

private String top;

//class variable—all the coins share this variable

//NOTICE static

private static int numCoins=0;

//Constructor –a method that doesn’t have a return type and isn’t void

//Same name as class

//A constructor is used to create (instantiate) an object

public Coin(int v){

value =v;

flipCoin();

numCoins++;

}

//Static method—called using the name of the class

public static int getNumCoins(){

return numCoins;

}

//non-static methods—called by an object of the class

public int getValue(){

return value;

}

public void flipCoin(){

if(Math.random()<.5)

top = "tails";

else

top= "heads";

}

public String whatsOnTop(){

return top;

}

public String toString() {

return "This coin is worth " + value+ " cents and is on "+ top;

}

}