Create Random Object

Create heads, tails, and flips variables at 0

Add point to tails and flips

Add point to heads and flips

flips != 100?

False

True

Get random number from 0 to 1

flip lands on 0

True

False

flip lands on 1

True

Print heads and tails statement

//Pseudocode for TossCoinWhile

import java.util.Random;

class TossCoinWhile {

Create random object;

Create heads, tails, and flip variables;

While (flip != 100) {

if (num == 0) {

Add point to flip and heads variables

} else {

Add point to flip and tails variables

}

}

Print total heads and tails

}