Coin Toss

Write a function named **coinToss** that simulates the tossing of a coin. When you call the function, it should generate a random number in the range of 1 through 2. If the random number is 1, the function should display “heads.” If the random number is 2, the function should display “tails.” Demonstrate the function in a program that asks the user how many times the coin should be tossed and then simulates the tossing of the coin that number of times.

TEMPLATE:

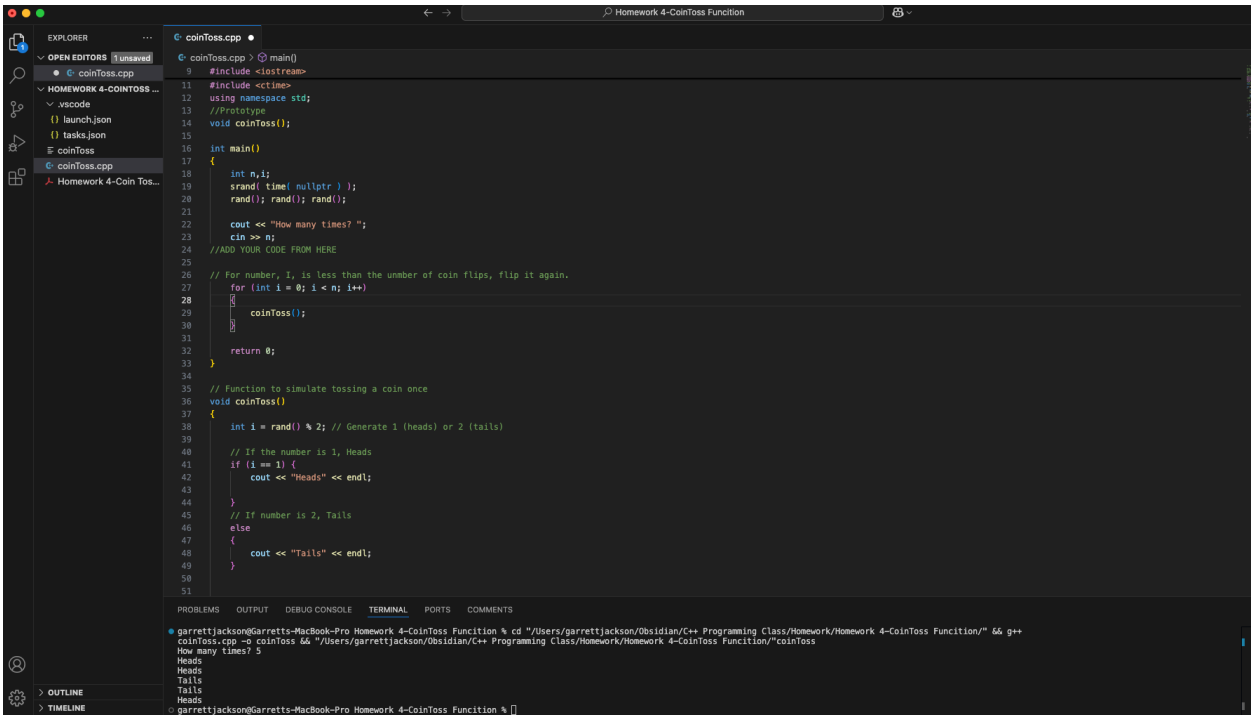
```
//DO NOT MODIFY THIS SECTION
#include <iostream>
#include <cstdlib>
#include <ctime>
using namespace std;
//Prototype
void coinToss();

int main()
{
    int n,i;
    srand( time( nullptr ) );
    rand(); rand(); rand();

    cout << "How many times? ";
    cin >> n;
//ADD YOUR CODE FROM HERE
```

Execution:

```
How many times? 5
heads
tails
heads
heads
```



/* Coin Toss

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If the random number is 1, the function should display “heads.” If the random number is 2, the function should display “tails.”

Demonstrate the function in a program that asks the user how many times the coin should be tossed and

Then simulates the tossing of the coin that number of times.

*/

//DO NOT MODIFY THIS SECTION

#include <iostream>

#include <cstdlib>

#include <ctime>

using namespace std;

//Prototype

```
void coinToss();


int main()
{
   int n,i;
   srand( time( nullptr ) );
   rand(); rand(); rand();


   cout << "How many times? ";
   cin >> n;
//ADD YOUR CODE FROM HERE


// For number, I, is less than the unmber of coin flips, flip it again.
   for (int i = 0; i < n; i++)
   {
      coinToss();
   }


   return 0;
}


// Function to simulate tossing a coin once
void coinToss()
{
   int i = rand() % 2; // Generate 1 (heads) or 2 (tails)
```

```
    // If the number is 1, Heads
    if (i == 1) {
        cout << "Heads" << endl;


    }
    // If number is 2, Tails
    else
    {
        cout << "Tails" << endl;
    }



}
```