**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

A screenshot of a computer program

AI-generated content may be incorrect.

/\* Coin Toss

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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;

}

}