

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace AlgorithmsHW3
{
    // Exercise 4.4 #10/A (cont.)
    class Coin
    {
        public Guid id { get; private set; } // likely unique coin id
        public int weight { get; private set; } // coin weight

        public Coin(bool defaultWeight)
        {
            this.id = Guid.NewGuid();

            // fake coin
            if (defaultWeight == false)
            {
                this.weight = 5;
            }
            // real coin
            else
            {
                this.weight = 10;
            }
        }
    }
}
```