Coin.py

class Coin:

def \_\_init\_\_(self, sideUp):

self.\_sideUp = sideUp

def headsUp(self):

print("Heads")

def tailsUp(self):

print("Tails")

CoinFlipper.py

import Coin

import random

heads = 0

tails = 0

for i in range(20):

HorT = random.randint(0,1)

myCoin = Coin.Coin(HorT)

HorT = int(HorT)

if HorT == 0:

myCoin.headsUp()

heads += 1

if HorT == 1:

myCoin.tailsUp()

tails += 1

print("Total Heads:", heads)

print("Total Tails:", tails)