void setup() {

size(600, 600);

textAlign(CENTER, CENTER);

//increase font size

textSize(100);

}

//Create a variable of type INTEGER (int)

//Name it coin, and assign it a random value

//That is either 0 or 1

//Because random returns a FLOAT we must

//convert it into an integer

void draw() {

}

void keyPressed() {

//If you want it to work every time you press a key you take the int coin = int(random(2))

background(0);

int coin = int(random(2));

if(coin == 0) {

text(“tails”, width/2, height/2);

}

If(coin == 1) {

text(“tails”, width/2, height/2);

}

println(coin);

}

}