

EC1

- Due Dec 3 by 11:59pm
- Points 0
- Available Nov 10 at 12am - Dec 3 at 11:59pm

Create a coin toss simulation program.

The simulation program should toss coin randomly and track the count of heads or tails.

You need to write a program that can perform following operations:

- a. Toss a coin randomly.
- b. Track the count of heads or tails.
- c. Display the results.

Design and Test

Let's decide what classes, methods and variables will be required in this task and their significance:

java.util.Random to determine heads/tails

Write a class called Coin, Driver and Simulation.

- Coin() - sideup - constructor (random decision to use head or tails)
- decide on any other method needed.
- void toss()

[DesignEC1-1.txt](https://deanza.instructure.com/courses/42447/files/14449433?wrap=1) ↴

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//there has to be another object that tosses coin.

Simulation

properties ..heads, and tails.

methods

..Simulation()

..void tossforsimulation(Coin n, int count) //loop in which coin is tossed and stats tracked.

..printstats(Coin n) //print can call toss method 20 times in a loop and then print # of times head or tails.

Design for EC1

