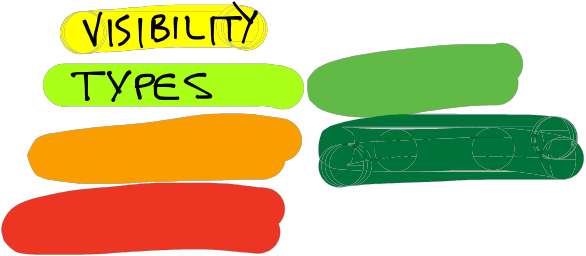
1 //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*



2 // Coin.java Author: Lewis/Loftus/Cocking

3 //

4 // Represents a coin with two sides that can be flipped.

5 //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

6

7 import java.util.Random;

8

9 public class Coin

10 {

11 private final int HEADS = 0;

12 private final int TAILS = 1;

13

14 private int face;

15

16 //-----------------------------------------------------------------

17 // Sets up the coin by flipping it initially.

18 //-----------------------------------------------------------------

19 public Coin ()

20 {

21 flip();

22 }

23

24 //-----------------------------------------------------------------

25 // Flips the coin by randomly choosing a face value.

26 //-----------------------------------------------------------------

27 public void flip ()

28 {

29 face = (int) (Math.random() \* 2);

30 }

31

32 //-----------------------------------------------------------------

33 // Returns true if the current face of the coin is heads.

34 //-----------------------------------------------------------------

35 public boolean isHeads ()

36 {

37 return (face == HEADS);

38 }

39

40 //-----------------------------------------------------------------

41 // Returns the current face of the coin as a string.

42 //-----------------------------------------------------------------

43 public String toString()

44 {

45 String faceName;

46 if (face == HEADS)

47 faceName = "Heads";

48 else

49 faceName = "Tails";

50

51 return faceName;

52 }

53 }

54