```
//*******************
2
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  // Coin.java
3
  //
  // Represents a coin with two sides that can be flipped.
4
  //********************
5
6
                                           VISIBILITY
7
  import java.util.Random;
8
                                           TYPES CLASSES
  public class Coin
9
10
                                           VARIABLES RETURN TYPE
    private final (int HEADS) = 0;
11
    private final (int TAILS = 1;
12
                                          METHODS
13
    private face;
14
15
16
17
    // Sets up the coin by flipping it initially.
18
19
    public Coin ()
20
    {
      flip();
21
22
23
24
    // Flips the coin by randomly choosing a face value.
25
    //-----
26
27
    public void flip ()
28
    {
      face = (int) (Math.random() * 2);
29
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
    // Returns the current face of the coin as a string.
41
    //-----
42
43
    public String toString()
44
    {
      String faceName;
45
      if (face == HEADS)
46
         faceName = "Heads";
47
48
      else
49
         faceName = "Tails";
50
      return faceName;
51
52
    }
53 | }
54
```