```java
//********************************************************************
//  Coin.java       Author: Lewis/Loftus/Cocking
//
//  Represents a coin with two sides that can be flipped.
//********************************************************************

import java.util.Random;

public class Coin
{
    private final int HEADS = 0;
    private final int TAILS = 1;

    private int face;

    //-----------------------------------------------------------------
    //  Sets up the coin by flipping it initially.
    //-----------------------------------------------------------------
    public Coin ()
    {
        flip();
    }

    //-----------------------------------------------------------------
    //  Flips the coin by randomly choosing a face value.
    //-----------------------------------------------------------------
    public void flip ()
    {
        face = (int) (Math.random() * 2);
    }

    //-----------------------------------------------------------------
    //  Returns true if the current face of the coin is heads.
    //-----------------------------------------------------------------
    public boolean isHeads ()
    {
        return (face == HEADS);
    }

    //-----------------------------------------------------------------
    //  Returns the current face of the coin as a string.
    //-----------------------------------------------------------------
    public String toString()
    {
        String faceName;
        if (face == HEADS)
            faceName = "Heads";
        else
            faceName = "Tails";

        return faceName;
    }
}
```

VISIBILITY

TYPES   CLASSES

VARIABLES   RETURN TYPE

METHODS