CLASS: coinFlip

public **CoinFlip**()

return: constructor

purpose: constructor method

public static void game**Display**()

return: void

purpose: displays to the user the description of the Coin Flip game

public int **getBestNumber**()

return: int, represents the best out of number for how many round are going to be played

purpose: prompts user for bestOfNum, number of games to play up to

public String **getPlayerPick**()

return: String, playerPick represents the player’s pick

purpose: prompts the user for a guess. Ensures only ‘H’ and ‘T’ are acceptable inputs. Updates the playerPick variable.

public static String **flipCoin**()

return: String, H or T representing the result of the flip

purpose:Mimics coin flip by getting a random integer, and making the values equal to heads or tails. Also, displays the result of the flip.

public static String **displayScoreboard**(String pick, String flip)

Param1: String, accepts the user pick

Param2: String, accepts the computers flip result

return: String, displays the result of the round, score of the player and computer

purpose: Updates scores and displays scoreboard with previous round’s results

public static String **displayScoreboard**(int bestNumber, int numFlip)

Param1: int, accepts the best out of number

Param2: int, accepts the number of flips

Return: boolean, true if number of flips equal to best out of number. False otherwise

Purpose: Checks if number of flips equal to best out of number

public int **playCoinFlip**()

Return: int, the winner of the coin flip game

Purpose: Runs the general play ground for the coin flip game and returns the winner of the game.