```
//*****************
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
11
     private final (int) (HEADS) = 0;
     private final int TAILS = 1;
12
                                               METHODS
13
    private int 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
     public void flip ()
27
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
     public (String toString())
43
44
     {
       String faceName;
45
       if (face == HEADS)
46
         faceName = "Heads";
47
48
       else
49
         faceName = "Tails";
50
       return faceName;
51
52
     }
53 | }
54
```