

```

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

```

VISIBILITY

TYPES

CLASSES

VARIABLES

RETURN TYPE

METHODS