1. Create a new class named **Coin**, which contains two data members:
   1. A Boolean **isHeads** representing either heads or tails (let’s say heads is true)
   2. A double **faceValue** containing how much the coin is worth.
2. In this new class, be sure to add your setters, getters, default constructor (which assigns a random faceValue and randomly sets heads to true or false), overloaded constructor, and a toString method.
3. Create another class called **BiggerCoins**. In this, write a program that calls the Coin default constructor 100 times. Every time it is called, if it is heads and its value is above .25, add it to a counter that keeps track of how many times this happens. Print this out to the user.
4. Create another class called **WhatAreTheChances**. In this class, do the same thing as number 3, but instead this time you should check if the coin is tails and the face value is less than .3.
5. Completely unrelated to this, create a class called **HasVowels**. In your main method, generate a random String that contains lowercase letters and uppercase letters with the total length of the String being 30 characters long. Create a method that takes a String (which you will use the generated String with) that returns an integer representing the amount of lowercase vowels in the String.