```
//*****************
2
                Author: Lewis/Loftus/Cocking
  // 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
    private (final int HEADS) = 0;
11
    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
      return (face == HEADS);
37
38
    }
39
    //-----
40
    // Returns the current face of the coin as a string.
41
    //-----
42
43
    public String (toString()
44
    {
      String faceName;
45
      if (face == HEADS)
46
       faceName = "Heads";
47
48
49
        faceName = "Tails";
50
      return faceName;
51
52
    }
53 | }
54
```