import java.lang.Math;

import java.util.Random;

import java.util.Scanner;

import java.util.\*;// headers MUST be above the first class

// one class needs to have a main() method

public class HelloWorld

{

// arguments are passed using the text field below this editor

public static void main(String[] args)

{

int a=2;

Roll d = new Roll(a);

if (a==2)

{

if(d.toss()==1)

{

System.out.println("Heads");

}

else

{

System.out.println("Tails");

}

}

if(a>6||a<=1||a==3||a==5)

{

System.out.println("Please Enter The Number Between 2,4,6");

}

if(a==4||a==6)

{

System.out.println(d.toss());

}

}

}

// you can add other public classes to this editor in any order

public class Roll

{

int face;

int t;

public Roll(int face){

this.face=face;

}

public int toss(){

if(face==2){

Random r =new Random();

t=r.nextInt(2)+1;

}

if(face==4){

Random r =new Random();

t=r.nextInt(4)+1;

}

if(face==6){

Random r =new Random();

t=r.nextInt(6)+1;

}

if(face>6||face<=1||face==3||face==5)

{

t=0;

}

return t;

}

}