```
//****************
2
  // Coin.java
                  Author: Lewis/Loftus/Cocking
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
27
    public void flip ()
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
```