Programming Exercise 7.4

Coin Toss, v.2.0

Purpose. Learn how to use count-controlled loops.

Requirements. Rewrite your `CoinToss1.java` from exercise 6.5 as **CoinToss2.java**. Modify the program to allow the user to specify (via keyboard data entry) the number of coin tosses to perform. When you run the program, and it should say the result of each coin toss (that is, "Heads" or "Tails").

Supplemental. Read about "randomizing" in www.rdb3.com/java/exercises/Gaming.supplemental.pdf.

Algorithm.

```
Prompt the user to enter how many coin tosses to perform

Input and store the user's selection

Create a counter and set it to zero

Start the loop here
  If the counter equals the number of tosses to perform
    Break from the loop
  Get and store a randomly-generated number in the range 0 to 1
  If the randomly-generated number equals 0
    Output "heads"
  If the randomly-generated number equals 1
    Output "tails"
  Add one to the counter
Loop back from here
```

Example. with user input in blue

```
Enter the number of tosses to perform: 3
Heads
Tails
Heads
```