Programming Exercise 7.5

Coin Toss, v.3.0

Purpose. Learn how to use "nested loops" to put "replay" a program that already contains a loop.

Requirements. Rewrite your `CoinToss2.java` from exercise 7.4 as **CoinToss3.java**. Modify the program to *add another loop* that lets the user replay the entire game. If the user enters sentinel value of 0 (zero) for the number of tosses, break out of the outer replay loop to end the program.

Be sure to explain this to the user in the prompt -- something like: "Enter the number of tosses to perform [0=exit]:".

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

Program I/O. <u>Input</u>: a non-negative number from the console keyboard, repeated in a loop until the sentinel value of 0 is entered. <u>Output</u>: a series of Heads or Tails repeated in a loop until the sentinel value is entered.

Example. with user input in blue

```
Enter the number of tosses to perform [0=exit]: 3
Heads
Tails
Heads

Enter the number of tosses to perform [0=exit]: 2
Tails
Tails

Enter the number of tosses to perform [0=exit]: 0
```