

# Programming Exercise 7.5

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## 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.cpp` from exercise 7.4 as `coinToss3.cpp`. 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/cpp/exercises/Gaming.supplemental.pdf](http://www.rdb3.com/cpp/exercises/Gaming.supplemental.pdf).

**Program I/O.** Input: a non-negative number from the console keyboard, repeated in a loop until the sentinel value of 0 is entered. Output: 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
```