

Programming Exercise 7.4

Coin Toss, v.2.0

Purpose. Learn how to use count-controlled loops.

Requirements. Rewrite your `coinToss1.py` from exercise 6.5 as `coinToss2.py`. 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 <http://www.rdb3.com/python/exercises/Gaming.supplemental.pdf>.

Algorithm.

Call `srand`

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