



Activity 4



Create an algorithm for a coin toss game. The instructions for the game can be written as:

- Ask the user to guess heads or tails.
- Simulate a coin flip by randomly generating either 'heads' or 'tails'.
- Compare the coin flip with the user's choice.
- If the coin flip is the same as the user's choice, tell the user they won.
- Otherwise, tell the user they lost.



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