

Coin Toss Game Simulation

Create a simulation game for two players based upon coin tossing. The coin tossed will be a “fair coin” with a 50% probability of turning up heads and 50% probability of turning up tails.

Prior to the start of the game, the players will decide who has heads and who has tails. During game play, the players will simply be known as Player Heads and Player Tails.

Each round of the game will be represented by a toss of the coin. The user will be asked at the start of the game how many rounds will make up the game.

As the game simulation runs, the results of each toss will be reported and the number of wins for Player Heads and Player Tails will be accumulated. At the end of the game, the accumulated number of wins for each player will be reported as well as one of the following possible final outcomes of the game:

- Player Heads wins!
- Player Tails wins!
- The players have tied.

The following is a typical console output for one game:

```
Please enter the number of rounds that you wish to play: 10
```

```
Round 1: Heads  
Round 2: Heads  
Round 3: Heads  
Round 4: Tails  
Round 5: Tails  
Round 6: Heads  
Round 7: Heads  
Round 8: Tails  
Round 9: Heads  
Round 10: Heads
```

```
Player Heads has won 7 rounds.  
Player Tails has won 3 rounds.  
Player Heads wins!
```