```
public partial class MainWindow : Window
        public MainWindow()
            InitializeComponent();
        }
        private void Button_Click(object sender, RoutedEventArgs e)
            int amountGiven = 100;
            int itemCost = 45;
            int change = amountGiven - itemCost;
            int amount100 = change / 100;
            change = change % 100;
            int amount50 = change / 50;
            change = change % 50;
            int amount20 = change / 20;
            change = change % 20;
            int amount10 = change / 10;
            change = change % 10;
            int amount5 = change / 5;
            change = change % 5;
            int amount2 = change / 2;
            change = change % 2;
            int amount1 = change / 1;
            change = change % 1;
            // Twee mogelijkheden om strings met getallen te tonen
            // String.Format is handiger bij meerdere getallen per
            // string of complexere opmaak (doubles)
            MessageBox.Show(
                    String.Format("Number of 1 euro coins is {0:d}", amount100));
            MessageBox.Show(
                    "Number of 50 cent coins is " + Convert.ToString(amount50));
            MessageBox.Show(
                    "Number of 20 cent coins is " + Convert.ToString(amount20));
            MessageBox.Show(
                    "Number of 10 cent coins is " + Convert.ToString(amount10));
            MessageBox.Show(
                    "Number of 5 cent coins is " + Convert.ToString(amount5));
            MessageBox.Show(
                    "Number of 2 cent coins is " + Convert.ToString(amount2));
            MessageBox.Show(
                    "Number of 1 cent coins is " + Convert.ToString(amount1));
        }
}
```