Assignment 1 UML Class Diagram

```
ChangeTest
                                    ChangeMain
+setUp()
                           +main(args: String[*]): void
+getAmount()
 +getCounter()
+setAmount()
+setCounter()
                                       -c1 | -c2 | -c3
                                Change
-PENNY_VALUE: int = 1 {readOnly}
-NICKEL_VALUE: int = 5 {readOnly}
-DIME_VALUE: int = 10 {readOnly}
-QUARTER_VALUE: int = 25 {readOnly}
-COIN_ARRAY: int[*] {readOnly}
-DEFAULT_INDEX: int = 0 {readOnly}
-amount: int
-counter: int
  *Change(amount: int)
+getAmount(): int
+getCounter(): int
+setAmount(amount: int): void
+setCounter(counter: int): void
-calculateAmount(amount: int, coinArray: int[*], index: int): void
```