Practical-9

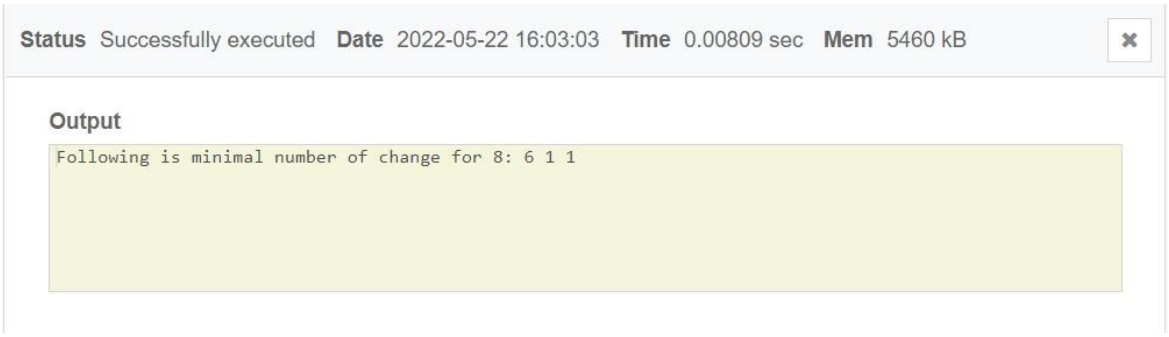
Aim: "Making Change" using Greedy design technique.

Code:

```
#include <stdio.h>
#define COINS 3
#define MAX 20
int coins[COINS] = { 1, 4,6 };
void findMin(int cost)
{
   int coinList[MAX] = { 0 };
   int i, k = 0;
   for (i = COINS - 1; i >= 0; i--)
   {
   while (cost >= coins[i])
   {
         cost -= coins[i];

         coinList[k++] = coins [i];
      }
}
   for (i = 0; i< k; i++) {
      printf ("%d ", coinList[i]);
   }
return;
}
int main (void)
{
int n = 8;
   printf ("Following is minimal number of change for %d: ", n);
findMin(n);
 return 0;
}
```

Output:


Status Successfully executed Date 2022-05-22 16:03:03 Time 0.00809 sec Mem 5460 kB
Output
Following is minimal number of change for 8: 6 1 1