Course Number	*CSci 120*
Descriptive Title	*Object-oriented Programming*
Programming Language	*Java*

Problem Number	*2*
Activity Title	*Quarters, Dimes and Pennies*

Procedure Proper:

1. Write a program that tells what coins to give out for any amount of change from 1 cent to 99 cents. For example, if the amount is 86 cents, the output would be something like the following:

   ```
   86 cents can be given as
   3 quarter(s) 1 dime(s) and 1 penny (pennies)
   ```

2. Use coin denominations of 25 cents (quarters), 10 cents (dimes), and 1 cent (pennies). Do not use nickel and half-dollar coins. Your program will use the following function (among others):

   ```
   int[] computeCoin(int coinValue, int amountLeft)
   //Precondition: 0 < coinValue < 100; 0 <= amountLeft < 100.
   //Postcondition: return value must be a 1 by 2 integer array where the first element,
   //is a number that is set equal to the maximum number
   //of coins of denomination coinValue cents that can be obtained
   //from amountLeft cents; and
   //the second element, is the amountLeft, that was decreased by the
   //value of the coins, that is, decreased by number*coinValue.
   ```

3. For example, suppose the value of the variable `amountLeft` is 86. Then, after the following call, the return value of the function will be [3, 11] (because if you take three quarters from 86 cents that leaves 11 cents):

   ```
   computeCoins(25, amountLeft);
   ```

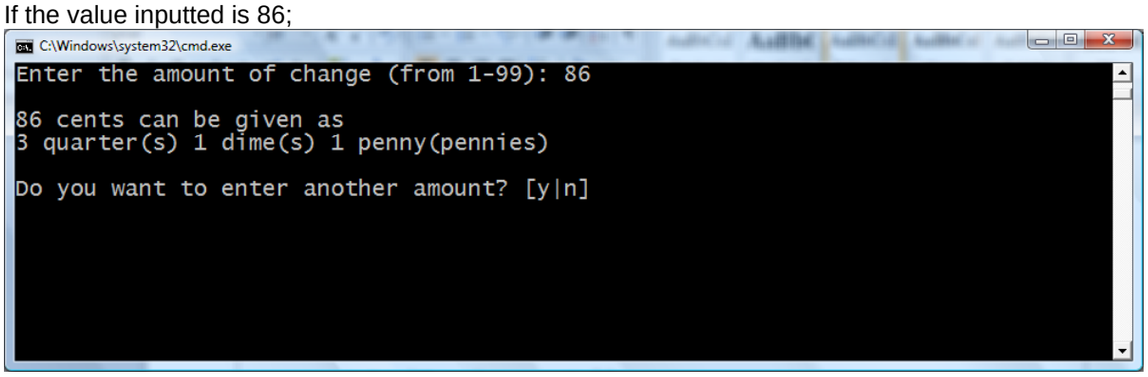
4. Include a loop that lets the user repeat this computation for new input values until the user wants to end the program.

Note:

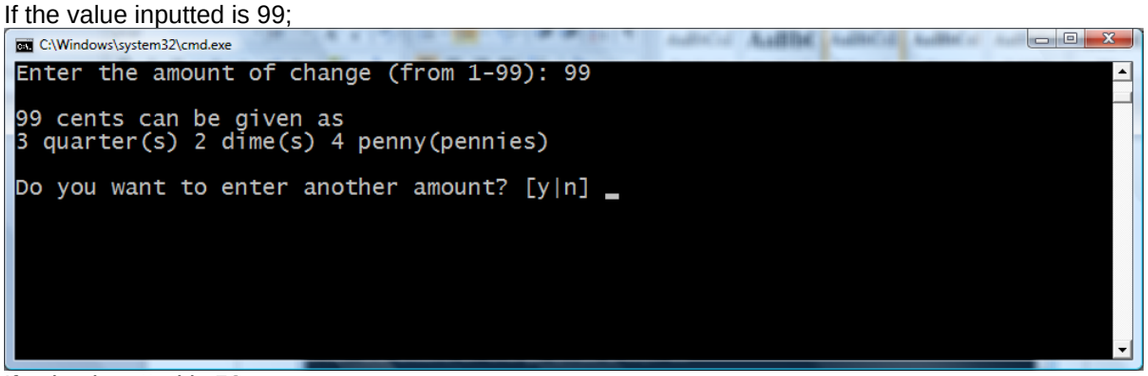
- ✓ You have to check that the amount of change inputted should not be less than 1 and should not exceed 99.
- ✓ You might need to use integer division and the modulo (%) operator to implement the function.

Runtime Requirement(s):

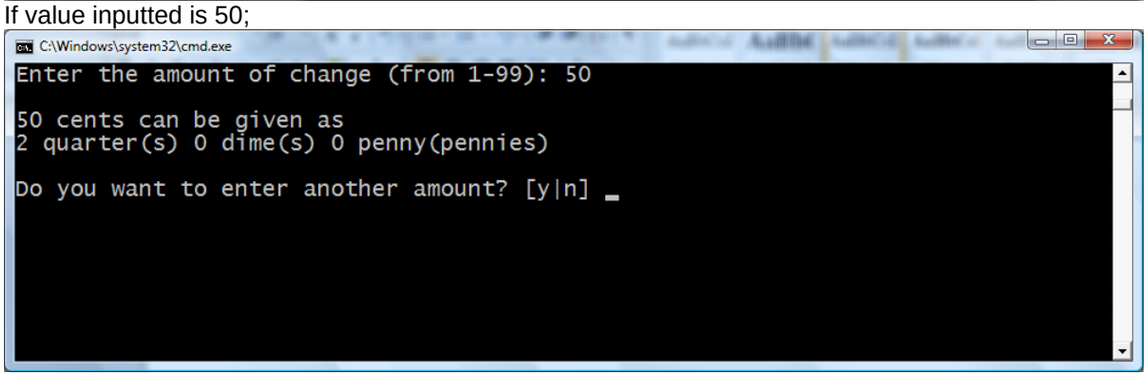
1. If the value inputted is 86;



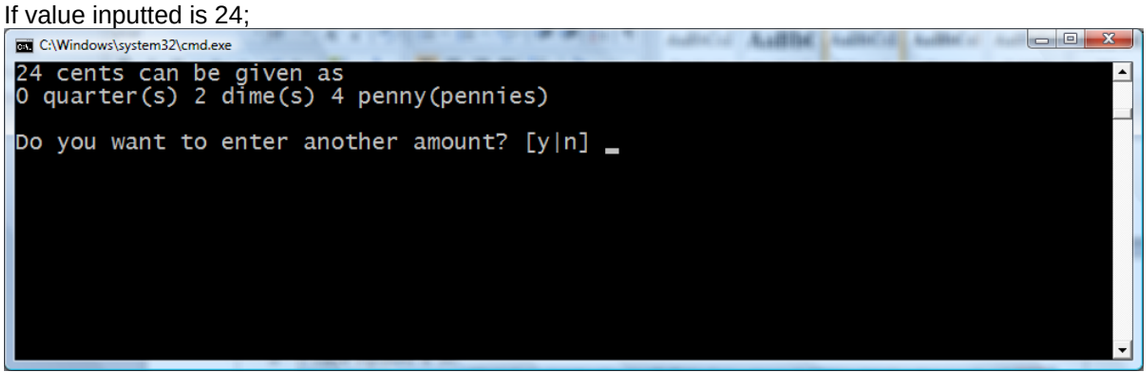
2. If the value inputted is 99;



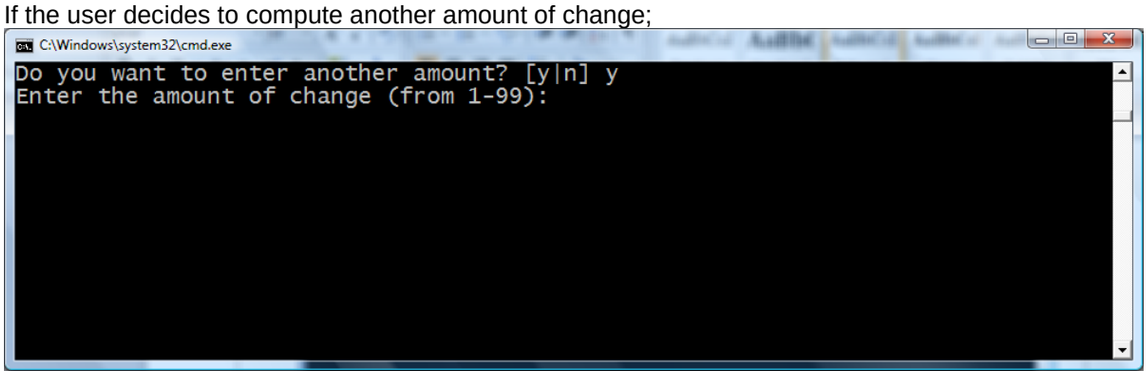
3. If value inputted is 50;



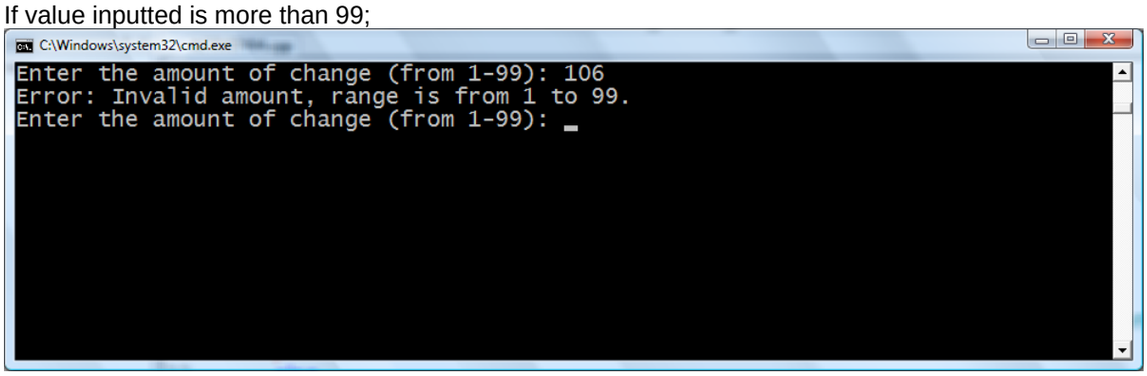
4. If value inputted is 24;



5. If the user decides to compute another amount of change;



6. If value inputted is more than 99;



7. If value inputted is less than 1;