Pesudocode
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THIS IS A ROUGH DRAFT

Main()
Use methods like rounding / Calulations / GDIdrawing/ GetValue / CheckValue
- GetValue that will get the proper value that is rounded from the other methods
- it will display the user's 50, 20, 10, 5, 2, 1..etc
- Use array to store the values of 50, 20, 10, 5, 2, 1 ,0.25, ,0.10, 0.05
- Calulation display the array in console, and give values to GdiDrawer
- GDIDrawer grabs values from calulation

Getvalue(string promt, double min, out double value)
- method to take the double written
- loop until it meets requirements
- Use CheckValue() to validate the getvalue and return it into an array

Checkvalue(out )
- Will use get value to check for any symbols in the command like (*,&,^,/) and only accept (.,$)
- Limit the amount of $ and .
- use boolean expressions to return true and false

Rounding()
- will call after Checkvalue
- will round the number user inputted and will fix when user only put 1 number after decimal and set it to '0'
- if value is 4,6 then will round to 5 and when its >= 8 then round to 0 and 3 <= then round to 0
- will return it as a string

Calulatons()
- Will convert string to double
- Calulations
- would do the array to save the numbers and also have an array for having the divisions value/50
(value%50) /20 and so on
But use array and use a for each statement to
- Put the numbers saved in an array
- Will have the divisions stored in array and call on each position needed

GDIDrawing(double[] array, int moneycount[])
- this will draw the values and add the squares for the GDI drawer window. use the array from the calulations for 50 to draw the ammount of squares on the array
- use a loop to display array and use to call on the array with the calulations with the rounded numbers and how many they are in the array.
- use to make a array with colors to add on to GDI