

AddCoins Mastery ReflectionLog

I completed the assignment within one period, with little changes along the way.

The getDollarAmount method declares values of each coin amount, along with a total value. It then multiplies the number of each coin by their respective value, saving them as the coinValue, then it totals all the coinValues together into the totalValue and prints it.

In the main method the amount of each coin is declared and recorded. Then the getDollarAmount method is called to perform the remaining calculations.

```
package Mastery;

import java.util.Scanner;

public class AddCoins {

    public static void getDollarAmount(int pennyAmount, int nickleAmount, int dimeAmount, int quarterAmount) {

        //Declaration
        double pennyVaulue, nickleVaulue, dimeVaulue, quarterVaulue, totalValue;

        //Calculate value of coins
        pennyVaulue = (pennyAmount * 0.01);
        nickleVaulue = (nickleAmount * 0.05);
        dimeVaulue = (dimeAmount * 0.1);
        quarterVaulue = (quarterAmount * 0.25);

        totalValue = (pennyVaulue + nickleVaulue + dimeVaulue + quarterVaulue);

        //Print total value of coins
        System.out.print("$" + totalValue);
    }

    public static void main(String[] args) {

        //Declaration
        int pennyAmount, nickleAmount, dimeAmount, quarterAmount;

        //Preparing for user input
        Scanner userInput = new Scanner(System.in);

        //Prompt and record user input
        System.out.print("Enter number of pennies: ");
        pennyAmount = userInput.nextInt();
        System.out.print("Enter number of nickles: ");
        nickleAmount = userInput.nextInt();
        System.out.print("Enter number of dimes: ");
        dimeAmount = userInput.nextInt();
        System.out.print("Enter number of quarters: ");
        quarterAmount = userInput.nextInt();

        //Calls getDollarAmount method
        getDollarAmount(quarterAmount, quarterAmount, quarterAmount, quarterAmount);
    }
}
```