# Bluegrass Community and Technical College
## CIT 149:   Java I
## Chapter 2 Work

Harry, Larry, Jerry, and Sheri are best friends.  The guys are a bit peculiar.  Harry loves quarters.  Anything he purchases in cash is paid for with quarters only.  Larry loves dimes.  Anything he purchases in cash is paid for with dimes only.  Jerry loves nickels.  Anything he purchases in cash is paid for with nickels only.  Sheri is not odd.  She uses all types of bills and coins.

The four are shopping and at the checkout.  The guys have items to purchase and Sheri is there to help.

Write a Java program that will read three numbers:
1.  the total amount for Harry's purchase
2.  the total amount for Larry's purchase
3.  the total amount for Jerry's purchase

Sheri is there to help with "extra" coins.  For example, if Harry's purchase is $1.32.  He will give the cashier 5 quarters ($1.25) and Sheri will throw in the extra 7 cents because Harry only wants and uses quarters.  She helps Larry and Jerry the same way.

- Calculate and display how many quarters Harry will use and the extra money Sheri will kick in.
- Calculate and display how many dimes Larry will use and the extra money Sheri will kick in.
- Calculate and display how many nickels Jerry will use and the extra money Sheri will kick in.
- Calculate the total amount that Sheri has given the three guys

The purpose of this exercise is to:
1.  Become familiar with Java syntax
2.  Learn how to use Textpad to successfully compile and execute a Java program (or Eclipse if you so desire)
3.  Learn how to use integer division and the remainder operator (required for full credit)

*As with many of the problem you are assigned this semester, this exercise can be completed in a variety of ways.  However, I want you to use integer division and the remainder operator so that are you familiar and can use them on future assignments.  I will occasionally ask you to complete an assignment using a specific feature of Java (even if it can be solved other ways) so that I can assess your knowledge of a specific part of Java or object-oriented programming.*