

## Practical – 9

**Aim :-** Implement Program for “Making Change” using Greedy design technique.

**Code:-**

```
#include <stdio.h> int
s[100];

int Coin_change(int no,int n,int c[])
{
int sum=0; int i,j=0;
for(i=0;i<no;i++)
{
while(sum+c[i]<=n)
{
sum=sum+c[i]; s[j]=c[i];
j++;
}
}
return j;
}

void main()
{
int no = 7;
int c[] = {100,50,25,10,5,2,1}; int
n,coins,i;
printf("Enter the amount:-");

scanf("%d",&n);

coins=Coin_change(no,n,c);
printf("Number of coin for making change of %d amount: %d\n",n,coins);

for(i=0;i<coins;i++)
{
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```

```
printf("coins are used to give change %d\n",s[i]);  
}  
}
```

**Output:-**

```
Enter the amount:-222  
Number of coint for making change of 222 amount: 5  
coins are used to give change 100  
coins are used to give change 100  
coins are used to give change 10  
coins are used to give change 10  
coins are used to give change 2
```