**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 coint for making change of %d amount: %d\n",n,coins);

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

{

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

}

}

**Output:-**

