

```

        System.out.println("Invalid coin type.");
    }
}

public void removeCoins(String coinType, int amount) {
    if (coins.containsKey(coinType)) {
        if (coins.get(coinType) >= amount) {
            coins.put(coinType, coins.get(coinType) - amount);
        } else {
            System.out.println("Not enough coins to remove");
        }
    } else {
        System.out.println("Invalid coin type.");
    }
}

public void totalAmount() {
    return coins.get("pennies") * 0.01 +
           coins.get("nickels") * 0.05 +
           coins.get("dimes") * 0.10 +
           coins.get("quarters") * 0.25;
}

```

- return a double value from the totalAmount() method, but I didn't specify the return type (double). The method should return a double because it calculates a total amount in currency, which involves decimal values.
- The totalAmount() method assumes that the keys in the coins map are "pennies", "nickels", "dimes", and "quarters".
- In the addCoins and removeCoins methods, I was updating the coins map directly, but there is no check for whether the coinType exists in the coins map in the addCoins method. If the coinType is invalid, the code doesn't add it.