

Assignment name: AddCoins Mastery Project.
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Reflection Log

Planning: Same

Coding: Same

Now: Same

Create a method named getDollarAmount which holds the information on what to do with the amount of coins (Shown below)

```
public static void getDollarAmount(int pennies, int nickels, int dimes, int quarters) { // Cre  
  
double totalAmount = (pennies * 0.01) + (nickels * 0.05) + (dimes * 0.10) + (quarters * 0.25);  
  
System.out.print("$" + totalAmount); // Print the total amount and add a currency sign
```

Create a default method that will prompt user to enter the amount of each coins they have (Shown below)

```
public static void main(String[] args) {  
  
    Scanner scanner = new Scanner(System.in);  
  
    // Prompt the user for the number of pennies, nickels, dimes, and quarters  
    System.out.print("Enter the number of pennies: ");  
    int pennies = scanner.nextInt();  
  
    System.out.print("Enter the number of nickels: ");  
    int nickels = scanner.nextInt();  
  
    System.out.print("Enter the number of dimes: ");  
    int dimes = scanner.nextInt();  
  
    System.out.print("Enter the number of quarters: ");  
    int quarters = scanner.nextInt();
```

Print out "Total value:" and call on the getDollarAmount method to print the total value on the same line (Shown below)

```
System.out.print("Total value: ");  
getDollarAmount(pennies, nickels, dimes, quarters);
```