**Cash Register**Passed

Design a cash register drawer function checkCashRegister() that accepts purchase price as the first argument (price), payment as the second argument (cash), and cash-in-drawer (cid) as the third argument.

cid is a 2D array listing available currency.

The checkCashRegister() function should always return an object with a status key and a change key.

Return {status: "INSUFFICIENT\_FUNDS", change: []} if cash-in-drawer is less than the change due, or if you cannot return the exact change.

Return {status: "CLOSED", change: [...]} with cash-in-drawer as the value for the key change if it is equal to the change due.

Otherwise, return {status: "OPEN", change: [...]}, with the change due in coins and bills, sorted in highest to lowest order, as the value of the change key.

|  |  |
| --- | --- |
| **Currency Unit** | **Amount** |
| Penny | $0.01 (PENNY) |
| Nickel | $0.05 (NICKEL) |
| Dime | $0.1 (DIME) |
| Quarter | $0.25 (QUARTER) |
| Dollar | $1 (ONE) |
| Five Dollars | $5 (FIVE) |
| Ten Dollars | $10 (TEN) |
| Twenty Dollars | $20 (TWENTY) |
| One-hundred Dollars | $100 (ONE HUNDRED) |

See below for an example of a cash-in-drawer array:

[

["PENNY", 1.01],

["NICKEL", 2.05],

["DIME", 3.1],

["QUARTER", 4.25],

["ONE", 90],

["FIVE", 55],

["TEN", 20],

["TWENTY", 60],

["ONE HUNDRED", 100]

]