**1)**   
For negative values, the program ask users to enter amount again.

For positive values but not in multiple of 5, the program ask the user to enter amount again.

The program also checks the state of the cassettes and ensure that they are online and also they are of Type Cash

**2)** The disadvantage of greedy approach is that it will make highest denomination cassette out of cash first.

**3)** Apart from the greedy solution we can allocate all available denominations upto the amount in a way that it uses the highest denomination value upto 60 or 75 % of the total value. Then the algorithm takes the remaining amount from the other denominations until the total value gets equal to the requested amount.

E.g:

Lets say the requested amount is 1000.

Using the above solution we will take eight 100 denominations, two 50 denominations and three 20s denomination followed by four 10 denominations. This will all add up to the requested amount.

**4)**

The reject cassette is used to store the cash that is not presented to the customer if he/she hasn’t taken the money in a given timestamp.

We can store the state information of the cassettes in DB. In case when the customer doesn’t receives the cash, we can then apply the reverse logic that is applied while calculating the denominations and add it up in all the cassettes states information.