

Bug Logs

Credit name: Chapter 7

Assignment Name: Mastery - mySaving

```
public class mySaving {
    private double total;
    private int penny, nickel, dime, quarter;
    public mySaving() {
        total = 0; //amount of money at the beginning
    }
    public mySaving(int penny, int nickel, int dime, int quarter) {
        total = penny*0.01+nickel*0.05+dime*0.1+quarter*0.25; //how to calculate
    }
    public void setTotal() {
        total = penny*0.01+nickel*0.05+dime*0.1+quarter*0.25;
    }
    public void setPenny(int p) {
        penny += p;
    }
    public void setNickel(int n) {
        nickel += n;
    }
    public void setDime(int d) {
        dime += d;
    }
    public void setQuarter(int q) {
        quarter += q;
    }
    public double getTotal() {
        return total;
    }
    public boolean TakeMoney(double TOMoney) {
        if (TOMoney<=total) {
            total-=TOMoney;
            return true;
        }
        else {
            return false;
        } //use to calculate the remain money after user take the money off//
    }
}
```

No error recorded