CHANGING COUNTING GAME DIAMOND

Code:

```java
package com.mycompany.changingcountinggamediamond;
import java.util.*;
public class ChangingCountingGameDiamond {

    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);

        System.out.println("Enter the number of coins to make exactly $1:");

        System.out.print("Pennies (1¢): ");
        int pennies = input.nextInt();

        System.out.print("Nickels (5¢): ");
        int nickels = input.nextInt();

        System.out.print("Dimes (10¢): ");
        int dimes = input.nextInt();

        System.out.print("Quarters (25¢): ");
        int quarters = input.nextInt();

        int totalCents = pennies * 1 + nickels * 5 + dimes * 10 + quarters * 25;

        if (totalCents == 100) {
            System.out.println("Congratulations! You made exactly one dollar!");
        } else if (totalCents < 100) {
            System.out.println("Oops! That's less than a dollar. You entered " + totalCents + " cents.");

        } else {
            System.out.println("Oops! That's more than a dollar. You entered " + totalCents + " cents.");
        }

    }
}
```

Output:

```
Enter the number of coins to make exactly $1:
Pennies (1�): 127
Nickels (5�): 45
Dimes (10�): 2
Quarters (25�): 4
Oops! That's more than a dollar. You entered 472 cents.
```