

## Project 02. Java Basic

### Project Objectives:

This project was designed to reinforce programming concepts from Chapter 2. In this project, the students will practice:

1. Declare variables
2. Use Scanner and String objects
3. Do arithmetic operations, including /, %
4. Use basic data types int

### Description of the Problem:

Write a program that asks the user input a change between 1 and 99 cents. The program then will display it in amount of quarters, dime, nickels and pennies.

Example run 1: (the **bold** *Italic* numbers/strings are input):

Enter a change between 1 and 99 cents:

**68**

You have change 68 cents. That is:

2 quarters

1 dimes

1 nickels

3 pennies

Example run 2:

Enter a change between 1 and 99 cents:

**97**

You have change 97 cents. That is:

3 quarters

2 dimes

0 nickles

2 pennies

After finish the program successfully, you need to comment away (don't delete) the user input part. Replace it by the code that randomly generates a change between 1 and 99 cents, inclusive. Run and test the modified program.

Submit YourNameProject02.java via blackboard link. The due date is specified on blackboard.