```python
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# P5LAB
# User-defined functions

import random


#Function to determine change returned to customer
def disperse_change(change):


    if change == 0:
        print("No Change Due")

    #Calculate the amount of each coin needed
    #integer division - //

    num_dollars = change // 100
    change = change - (num_dollars * 100)

    num_quarters = change // 25
    change = change - (num_quarters * 25)

    num_dimes = change // 10
    change = change - (num_dimes * 10)

    num_nickles = change // 5
    change = change - (num_nickles *5)

    num_pennies = change // 1

    #Display coins owed

    if num_dollars > 0:
            print(num_dollars,  end=" ")
            if num_dollars == 1:
                print("Dollar")
            else:
                print("Dollars")

    if num_quarters > 0:
            print(num_quarters,  end=" ")
            if num_quarters == 1:
                print("Quarter")
            else:
                print("Quarters")

    if num_dimes > 0:
            print(num_dimes,  end=" ")
            if num_dimes == 1:
                print("Dime")
            else:
                print("Dimes")

    if num_nickles > 0:
            print(num_nickles,  end=" ")
            if num_nickles == 1:
                print("Nickle")
            else:
                print("Nickles")

    if num_pennies > 0:
            print(num_pennies,  end=" ")
            if num_pennies == 1:
                print("Penny")
            else:
                print("Pennies")


#Main Function

def main():
    # generate a random float number
    amount_owed = round(random.uniform(0.01, 100.00), 2)

    # Display the amount owed
    print(f"You owe ${amount_owed:.2f}")

    # Prompt user to enter float as the cash they will put into checkout machine
    amount_paid = float(input("How much cash will you put in the self_checkout?"))

    # Calculate change owed
    change_owed = amount_paid - amount_owed

    # Display change owed
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    print(f"Change is: ${change_owed:.2f}")
    print()

    # Convert the change owed to an integer
    change_owed = round(change_owed * 100)

    # call function and pass the change owed as a parameter
    disperse_change(change_owed)



#Call the main function
main()
```