/\*CSC 172

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\* Lab time: MW 615-730

\* Lab number: Lab17DymProg

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In DymProg.java, you can make change for a certain amount of money using as less monetary units as possible.

In the loop after we implement dynamic programming, the runtime reduce from O(n) (inside the loop) to O(1) for some constant. This significantly increase the speed of the program.