CIS 1068

Assignment 1

This assignment is to create a ChangeMaker class for a Dollar Store branch (ie, everything costs between 1 and 99 cents). This ChangeMaker program must take two inputs:

1)   The price of a particular item
2)   The amount being paid for the item

Once entered, your program needs to calculate the combination of coins that will give the correct change, and print it to the screen. For example:

```
Enter item price and amount paid:
33 80

Item price (in cents):  33
Paid:                   80
Change required:        47
47 cents in coins can be given as:
quarters:               1
dimes:                  2
nickels:                0
pennies:                2
```

(The formatting is for readability. You do not need to print your output with the same formatting)

You should write your program using a single class. When the program executes, it should prompt the user to enter both values (you can do this any way you choose). After the information is entered by the user, the change should be calculated and then printed to the screen. You can test your program using the example input above, however **it should work with any valid input**.

Please submit the **.java** file for your project to Blackboard by the deadline below.

DUE DATE: September 14, at 11:59 PM