AddCoins Reflection Logs -

Set up the initial part of the code with declaring variables and giving each of them values inputted by the user. These will be the number of each type of coin

```
public static void getDollarAmount() {

    // Declaration and Initiation, preparing for input
    Scanner Input = new Scanner(System.in);
    System.out.println("Enter the total coins of each type - ");
    System.out.println("");
    System.out.print("Quarters - ");
    int noQuarters = Input.nextInt();
    System.out.print("Dimes - ");
    int noDimes = Input.nextInt();
    System.out.print("Nickels - ");
    int noNickels = Input.nextInt();
    System.out.print("Pennies - ");
    int noPennies = Input.nextInt();
    System.out.println(""); } }
```

Declaring more variables which carry the value of their coin type. And the total money that the user has are the values of the coins multiplied by the number of coins of each type.
Then it displays the total, and the main() method executes the getDollarAmount() method

```
    // Specifying the value of each type of coin
    double quarter = 0.25;
    double dime = 0.10;
    double nickel = 0.05;
    double penny = 0.01;

    // Total value should be the number of each type of coin times its value
    // And then adding that together
    double total = (noQuarters * quarter) + (noDimes * dime) +
                   (noNickels * nickel) + (noPennies * penny);

    // Displays the final value
    System.out.println("Total value is $" + total);

}

public static void main(String[] args) {

    getDollarAmount();

}
```

The code is fairly simple and therefore I think that is enough to fully explain the program and how it functions.