Greedy Success Criteria, Test Data, and Flowchart

Success Criteria

- Prompt the user
- Changes the change variable to an integer (for precision)
- Correctly calculates the number of coins needed
- Re-prompts the user if they input a negative value

Test Data

Circumstance	Change Owed	Expected Output	Actual Output	Evaluation
Zero	0	0	0	Passed
Positive Integer	4	16	16	Passed
Negative Integer	-32	Reprompt	Reprompt	Passed
Positive Floating Number	3.41	16	16	Passed
Negative Floating Number	-0.56	Reprompt	Reprompt	Passed
Too Small	$10^{-300000}$	0	0	Passed
Too Large	$10^{3000000}$	Error	Error	Passed

Flow Chart