

Greedy

- What is this program for?

This programs' purpose is to give back the exact change in coins when money is owed. This program will calculate which coins (quarters, dimes, nickels, pennies) are needed to not give back any extra change. This allows the shop owner to save money when purchases are made.

Test Plan:

Abnormal Inputs/Circumstances

- Characters or Words
- Math
- Symbols or Special Characters
- Negative Floats
- Negative Integers

Normal Inputs/Circumstances

- Positive Float
- Positive Integer

Example:

You owe \$3.67

The program will give you this response:

You Need: **14 Quarter(s)**

You Need: **1 Dime(s)**

You Need: **1 Nickel(s)**

You Need: **2 Penny(ies)**

You Need **18 Coins.**

Input	Type	Expected Result	Result
3.75	Normal	15 Coins	15 Coins

^&	Abnormal	Not a valid input	Not a valid input
6.45	Normal	27 Coins	27 Coins
1245.44	Normal	4987 Coins	4987 Coins
[[]=- 	Abnormal	Not a valid input	Not a valid input
4.90	Normal	21 Coins	21 Coins