

Greedy Project

Success Criteria:

- Has to input the user's change
- Has to calculate the number of coins the user need
- Has to calculate the number of coins by dividing the change by each coin to get 0 remainders at the end
- Has to output the correct number of coins the user need
- Has to store the remainder when calculating each coin
- Has to store the number of coins during the steps taken

Test Plan:

Input	Expected Output	Actual Output	Evaluation
2.35	You have 10 coins	You have 10 coins	Success
0.00	You have 0 coins	You have 0 coins	Success
-1.00	You have -4 coins	You have -4 coins	Success
100000000.00	You have 400000000 coins	You have 400000000 coins	Success
0.01	You have 1 coin	You have 1 coin	Success
0,01	Error	Error	Success
a	Error	Error	Success
0.0005	You have 0 coins	You have 0 coins	Success
18.63	You have 78 coins	You have 78 coins	Success

Flow Chart:

