In this problem you are to complete the changePossible method in the MakeChange class. The changePossible method uses the number of pennies, nickels, dimes and quarters to determine if a given value can be created.

public class MakeChange

{

private int pennies;

private int nickels;

private int dimes;

private int quarters;

public MakeChange(int p, int n, int d, int q)

{

pennies = p;

nickels = n;

dimes = d;

quarters = q;

}

/\*

\* precondition: 0 🡸 goal

\*

\* return true if it is possible to make goal cents

\* false otherwise

\*

\*/

public boolean changePossible(int goal)

{

/\* add your code here \*/

return Math.random() > 0.5;

}

}

The following code shows the results of the changePossible method.

|  |  |
| --- | --- |
| The following code | Returns |
| MakeChange mc = new MakeChange(3, 1, 2, 4); |  |
| mc.changePossible(3) | true |
| mc.changePossible(4) | false |
| mc.changePossible(128) | true |
| mc.changePossible(64) | false |
| mc.changePossible(129) | false |