CMPT220 - Program 1 – a quickie!
Due: Thursday, January 25th, before 9:00 a.m. (Submitted via Brightspace)
Name the <u>project</u> **Prog1YourLastName**
Name the <u>class</u> **ChangeMakerYourLastName**
Bring your printed program to class!

The main purpose of this assignment is to introduce you to the Java/Eclipse environment
(and to see how well you follow directions! 😊).

We have reviewed the ChangeMaker program introduced in class. Your assignment is to
modify it and make it run.

- We want to add **one, five, ten** and **twenty dollar bills** to the program.
  - What new variables will you need?
  - What should you name them?
  - Where should you declare them?
  - How will you calculate their values?
  - Which value should you calculate **first**? Why?
  - Remember that a dollar is 100 cents!!! (What "value" would a five dollar bill have?)
  - Where should you print the output associated with the bills?
- Remove the words "from 1 to 99" from the first line of output.
- Add "bills and " to the second line of output.
- Remove "in coins" from the 4th line of output.
- **In addition**, compute, store and print out the **total number of bills** and **total number of coins** used to make change. (More new variables! YAY! ☺)
- Be sure that you follow the documentation guidelines!
- Be sure to greet the user, briefly explain what the program will do, and include a departing salutation.

I fully expect everyone to make a 100% on this assignment!!!! Follow the directions
carefully!

Name the **<u>project</u>** Prog1YourLastName.

Name the **<u>class</u>** ChangeMakerYourLastName.

Add comments as described in the documentation guidelines.

Remember to comment every closed-brace.

Remember to initialize every variable that holds a numeric value.

Be sure to test your program on a wide variety of input (so that you can make sure all of
your calculations are correct).

Be sure to submit the .zip file of the entire PROJECT folder. Be sure your project is
CLOSED in Eclipse before you .zip it!