

```
file:///D:/Projects/Unit A/ConsoleApplication1/ConsoleApplication1/bin/Debug/ConsoleApplication1.EXE
Enter the number of toonies: 1
Enter the number of loonies: 1
Enter the number of quaters: 1
Enter the number of dimes: 1
Enter the number of nickels: 1
Enter the number of pennies: 1
You Entered:
Toonies: 1
Loonies: 1
Quaters: 1
Dimes: 1
Nickels: 1
Pennies: 1
The value of your 6 coins is equivalent to 341 pennies
```

```
file:///D:/Projects/Unit A/ConsoleApplication1/ConsoleApplication1/bin/Debug/ConsoleApplication1.EXE
Enter the number of toonies: -1
Enter the number of loonies: -1
Enter the number of quaters: -1
Enter the number of dimes: -1
Enter the number of nickels: -1
Enter the number of pennies: -1
You Entered:
Toonies: -1
Loonies: -1
Quaters: -1
Dimes: -1
Nickels: -1
Pennies: -1
The value of your -6 coins is equivalent to -341 pennies
```

Everything works as the instructions says to do but there is a logic error within the code and that is when a user inputs a negative integer as an amount of a type of coin they have the code still

runs and gives a result as if the negative wasn't there for example if I put a -1 for the number of toonies I have, a 1 for the amount of loonies, a 1 for the amount of quarters, a 1 for the amount of dimes, a 1 for the amount of nickels, and 1 for the amount of pennies the code will display "the value of your coins is -6 and it is equivalent to 341 pennies which is not correct since there is a negative number of toonies which is the logic error where as the code accepts negative integers and processes it as a positive integer.