

**Coin Change - Feedback**  
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I thought this problem was a lot easier when I first read it. When I first programmed it, I used a greedy algorithm taking the highest value coin each iteration and incrementing the number of coins used. However, this approach doesn't work for some examples: with the coins 1, 10, 25; make 31. My first algorithm would take 7 coins (25, 1, 1, 1, 1, 1, 1) while the optimal answer is 4 coins (10, 10, 10, 1). Instead, I used a dynamic approach to solve this problem. I used the result of the previous value to solve the current value. I did this all the way up to the amount we are trying to find to get the answer.

This problem was pretty reasonable in terms of difficulty. My only suggestion is you could have added an example test case like: 1, 10, 25; make 31. This way, someone trying to solve this wouldn't be so keen to figure it out using a greedy approach. Great problem Jeremy!