

Credit
2110
Assignment
E5 AddCoins

How has your program changed from planning to coding to now? Please explain?

```
public static String getDollarAmount(double pennies, double nickels, double dimes, double quarters)
{
    double Mpennies = pennies * 0.01;
    double Mnickels = nickels * 0.05;
    double Mdimes = dimes * 0.10;
    double Mquarters = quarters * 0.25;
    double dollars = Mpennies + Mnickels + Mdimes + Mquarters;
    return("$" + String.valueOf(dollars));
}
```

Created the method

Mouse event for when user clicks the text box

```

inputPennies = new JTextField();
inputPennies.addMouseListener(new MouseAdapter() {
    @Override
    public void mouseClicked(MouseEvent e) {
        inputPennies.setText(null);
    }
});
inputPennies.setText("Input Pennies");
inputPennies.setBounds(30, 51, 76, 20);
frame.getContentPane().add(inputPennies);
inputPennies.setColumns(10);

inputNickels = new JTextField();
inputNickels.addMouseListener(new MouseAdapter() {
    @Override
    public void mouseClicked(MouseEvent e) {
        inputNickels.setText(null);
    }
});
inputNickels.setText("Input Nickels");
inputNickels.setColumns(10);
inputNickels.setBounds(111, 51, 70, 20);
frame.getContentPane().add(inputNickels);

inputDimes = new JTextField();
inputDimes.addMouseListener(new MouseAdapter() {
    @Override
    public void mouseClicked(MouseEvent e) {
        inputDimes.setText(null);
    }
});
inputDimes.setText("Input Dimes");
inputDimes.setColumns(10);
inputDimes.setBounds(191, 51, 70, 20);
frame.getContentPane().add(inputDimes);

inputQuarters = new JTextField();
inputQuarters.addMouseListener(new MouseAdapter() {
    @Override
    public void mouseClicked(MouseEvent e) {
        inputQuarters.setText(null);
    }
});

```

```

JButton press = new JButton("Convert");
press.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        String txtpennies = inputPennies.getText(); //converts from string to double so i can do math with this number
        double pennies = Double.parseDouble(txtpennies);

        String txtnickels = inputNickels.getText(); //converts from string to double so i can do math with this number
        double nickels = Double.parseDouble(txtnickels);

        String txtdimes = inputDimes.getText(); //converts from string to double so i can do math with this number
        double dimes = Double.parseDouble(txtdimes);

        String txtquarters = inputQuarters.getText(); //converts from string to double so i can do math with this number
        double quarters = Double.parseDouble(txtquarters);

        dollarOutput.setText(getDollarAmount(pennies, nickels, dimes, quarters)); //uses my getDollarAmount method to do the math for me above and output
    }
});

```

The main functioning part of the code

Making a reset button now

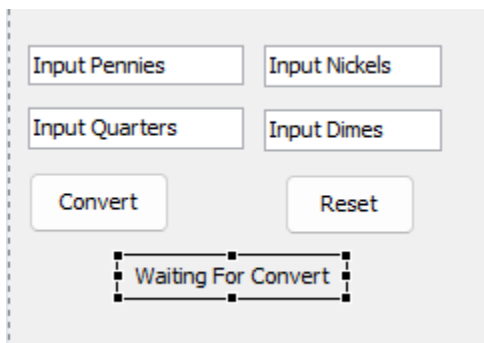
Created reset button to restart the program back to having its proper labels

```
pressreset = new JButton("Reset");
pressreset.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        inputPennies.setText("Input Pennies");
        inputNickels.setText("Input Nickels");
        inputDimes.setText("Input Dimes");
        inputQuarters.setText("Input Quarters");
        dollarOutput.setText("Waiting For Convert");
    }
});
```

Need to fix the design box, words are smushed in the actual run window

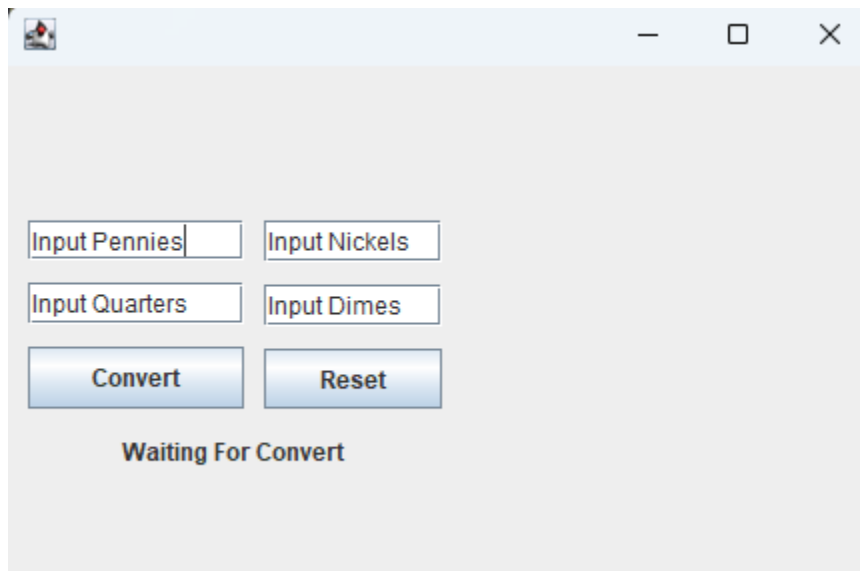


Optimized the box



Had to fix button lengths a bit

<input type="text" value="Input Pennies"/>	<input type="text" value="Input Nickels"/>
<input type="text" value="Input Quarters"/>	<input type="text" value="Input Dimes"/>
<input type="button" value="Convert"/>	<input type="button" value="Reset"/>
Waiting For Convert	



A screenshot of a Java Swing window. The window has a standard title bar with a small icon on the left and minimize, maximize, and close buttons on the right. The main content area is light gray and contains the same UI elements as the first image: four text input fields labeled 'Input Pennies', 'Input Nickels', 'Input Quarters', and 'Input Dimes'; two blue 'Convert' and 'Reset' buttons; and the text 'Waiting For Convert' at the bottom.

Now its all good

Working good

<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="6"/>	<input type="text" value="2"/>
<input type="button" value="Convert"/>	<input type="button" value="Reset"/>
\$1.7	

Working good with hundredths place too

6	2
5	10
<input type="button" value="Convert"/>	<input type="button" value="Reset"/>
\$2.41	

Code is good