Part 1 of 2

Write a complete Java class called "RemoveIt", which has one class variable, a constructor that takes a single argument, and one class method. These should behave as specified below.

Class variable:

* A String, used to hold a sentence to manipulate

Constructor:

* Take a String as a parameter, and assigns its value to the class variable

Class method:

* Take a String as a parameter, and return a new String that removes the first instance of the parameter String from the class variable.
* As an example, if the argument is "cat", and the class variable stores "A kittycat is at the door", then the class method should return "A kitty is at the door".
* As a second example, if the argument is "d", and the class variable stores "Candy is bad for your teeth", then the class method should return "Cany is bad for your teeth".
* Note, for the purpose of this question, you can ignore the case where the parameter String does not appear in the class variable. This involves material we'll look at in Topic 3.

Part 2 of 2

A class called "GiveChange" is provided below. The design of this class is to take a decimal amount from the user representing the change due to them from a purchase, and return the number of quarters, dimes, nickels and pennies that should be given to the user to make that total.

The main method has been defined for you, and utilizes four static methods: getQuarters, getDimes, getNickels, and getPennies. Each method takes the total change in pennies (i.e., $3.80 = 380 pennies). As the denomination gets smaller, additional parameters are added to represent the number of quarters, dimes and nickels that minimize the change returned.

Write the method definitions for getQuarters, getDimes, getNickels, and getPennies.