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\* Unit 3 Activity 6 Program/Question 1

\* This program calculates the number of coins necessary to make change for any amount the user types in.

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import javax.swing.\*;

public class makechange2

{

public static void main(String[] args)

{

//Variable Declaration and Initialization

double remainder = 0, numOf = 0;

numOf = Double.parseDouble(JOptionPane.showInputDialog(null,"Hello and welcome to the MakeChange Machine. \nPlease enter amount in dollars.", "Input", JOptionPane.QUESTION\_MESSAGE));

System.out.println("There are:");

numOf = numOf / 2;

remainder = numOf % 2;

System.out.println((int) numOf + " toonies");

numOf = numOf / 1;

remainder = numOf % 1;

System.out.println((int) numOf + " loonies");

numOf = numOf / 0.25;

remainder = numOf % 0.25;

System.out.println((int) numOf + " quarters");

numOf = numOf / 0.10;

remainder = numOf % 0.10;

System.out.println((int) numOf + " dimes");

numOf = numOf / 0.05;

remainder = numOf % 0.05;

System.out.println((int) numOf + " nickels");

numOf = numOf / 0.01;

remainder = numOf % 0.01;

System.out.println((int) numOf + " pennies");

}//end main

}//endclass