TDD LAB 1

Overview: You will receive a file with the code. Use TDD practices to write tests and complete the code.

Build Specs:
- Follow the instructions in the README file to set up the project.
- Write tests to ensure ChangeHandler is working correctly. Descriptions of the test cases you should write are provided below. You must follow the TDD technique: red, green, refactor!
- The ChangeHandler class allows users to insert coins into a vending machine and calculates the correct coins to give in change. Complete this class as you work through the tests.
- Note that all amounts are counted in cents, not dollars.

Required Test Cases
1. `constructor`:
    a. amountDue is set based on an argument.
    b. cashTendered is set to zero.
2. `insertCoin`:
    a. Inserting a quarter adds 25.
    b. Inserting a dime adds 10.
    c. Inserting a nickel adds 5.
    d. Inserting a penny adds 1.
    e. Calling function multiple times continues to add on to the amount.
3. `isPaymentSufficient`:
    a. Returns true if cashTendered more than amountDue.
    b. Returns false if cashTendered less than amountDue.
    c. Returns true if cashTendered equal to amountDue.
4. `giveChange`:
    a. 32 change produces: quarters: 1, dimes: 0, nickels: 1, pennies: 2.
    b. 10 change produces: quarters: 0, dimes: 1, nickels: 0, pennies: 0.
    c. 27 change produces: quarters: 1, dimes: 0, nickels: 0, pennies: 2.
    d. 68 change produces: quarters: 2, dimes: 1, nickels: 1, pennies: 3.

Extended Challenges:
Try this String Calculator Kata (http://codingdojo.org/kata/StringCalculator/) or this Yahtzee Kata (http://codingdojo.org/kata/Yahtzee/)