

```
import java.time.Period;
```

```
/**
```

```
 A coin with a monetary value.
```

```
*/
```

```
public class Coin { // [ 2 points] YOUR CODE to declare the private data members for the class Coin
```

```
    private double value;
```

```
    private String name;
```

```
/**
```

```
 Constructs a coin.
```

```
 @param aValue the monetary value of the coin
```

```
 @param aName the name of the coin
```

```
*/
```

```
// [ 2 points] YOUR CODE
```

```
public Coin(){
```

```
    value = 0;
```

```
    name = "";
```

```
}
```

```
public Coin(double aValue, String aName){
```

```
    value = aValue;
```

```
    name = aName;
```

```
}
```

```
/**
```

```
 Gets the coin value.
```

```
 @return the value
```

```
*/
```

```
// [ 2 points] YOUR CODE
```

```
public double returnValue(){
```

```
    return value;
```

```
}
```

```
/**
```

```
 Gets the coin name.
```

```
@return the name
```

```
*/
```

```
//[ 2 points]YOUR CODE
```

```
public String getName(){
```

```
    return name;
```

```
}
```

```
}
```

```
/**
```

```
A cash register totals up sales and computes change due.
```

```
*/
```

```
public class CashRegister
```

```
{ //[ 2 points]YOUR CODE to declare to private data members
```

```
    private double purchase;
```

```
    private double payment;
```

```
    /**
```

```
Constructs a cash register with no money in it.
```

```
    */
```

```
    public CashRegister()
```

```
{
```

```
        purchase = 0;
```

```
        payment = 0;
```

```
}
```

```
    /**
```

```
Records the purchase price of an item.
```

```
@param amount the price of the purchased item
```

```
*/
```

```
//[ 2 points]YOUR CODE
```

```
public void recordPurchase(double amount){
```

```
    purchase += amount;
```

```
}
```

```
/**
```

```
    Enters the payment received from the customer.
```

```
    @param coinCount the number of coins received
```

```
    @param coinType the type of coin that was received
```

```
*/
```

```
//[ 2 points]YOUR CODE
```

```
public void receivePayment(int coinCount, Coin coinType){
```

```
    payment += coinType.returnValue() * coinCount;
```

```
}
```

```
/**
```

```
    Computes the change due and resets the machine for the next customer.
```

```
    @return the change due to the customer
```

```
*/
```

```
public double giveChange()
```

```
{
```

```
    double change = payment - purchase;
```

```
    purchase = 0;
```

```
    payment = 0;
```

```
    return change;
```

```
}
```

```
}
```

```
CashRegisterTester x
/Library/Java/JavaVirtualMachines/jdk1.8.0_231.jdk/Contents/Home/bin/java ...
0.15000000000000036
Expected: 0.15

Process finished with exit code 0
|
```