

Bill Change

- initialMoney: float
- money: float
- twenties: float
- tens: float
- fives: float
- ones: float

- +BillMaker(change:float)
- +getTwenties()
- +getTens()
- +getFives()
- +getOnes()
- +calculateTwenties(): void
- +calculateTens(): void
- +calcualteFives(): void
- +calculateOnes(): void
- +calcualteChange(): void