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Program Title: Ryan’s Cash Drawer

Purpose: Find the exact change for the customers purchase biased of the amount given by the customer.

Teacher NOTES:

Hello,

The assignment was to create a cash drawer program so the console version is called CashDrawerConsole.jar You can find the source code for this program in the sourceCodeFiles called CashDrawer2.java. You can also run the CashDrawerGUI that gives you an interface that allows you to run the program without the console

Documentation

Running the program

* Runnable Project Files: CashDrawerConsole.java, CashDrawerGUI.java
* GUI Program:
  + To run the program with a GUI, open the CashDrawerGUI.java
  + Input the cost of the item in the following format. [0.00]
    - To the hundredths place
  + Input the amount of money taken from the customer in the following format [0.00]
    - To the Hundredths place
  + Press Enter
  + Calculates the amount of each currency you must give back to the customer.
* Console Program:
  + To run the program with console, open the CashDrawer2.java in your console and run it.
  + Input the cost of the item in the following format. [0.00]
    - To the hundredths place
  + Press Enter
  + Input the amount of money taken from the customer in the following format [0.00]
    - To the hundredths place
  + Press Enter
  + It then prints out the amount you need to give to each customer.

Features:

* GUI PROGRAM FEATURES: CashDrawerGUI.java
  + This program has a total of 13 values
    - Cost:
      * Input the total cost of the items or the purchase amount
    - Customer Money
      * Input the total amount of money given by the customer
    - Enter:
      * Calculates the change back and the amount of each currency back
    - Penny
      * Number of penny’s owed to the customer
    - Dime
      * Number of Dimes owed to the customer
    - Nickle
      * Number of Nickels owed to the customer
    - Quarter
      * Number of quarters owed to the customer
    - 1 Dollar
      * Number of 1 Dollar bills owed to the customer
    - 5 Dollar
      * Number of 5 Dollar bills owed to the customer
    - 10 Dollar
      * Number of 10 Dollar bills owed to the customer
    - 20 Dollar
      * Number of 20 Dollar bills owed to the customer
    - 50 Dollar
      * Number of 50 Dollar bills owed to the customer
    - 100 Dollar
      * Number of 100 Dollar bills owed to the customer

Source File Documentation

* The Assignment Files Due
  + CashDrawer2.java
* The GUI files that allow you to run the program with out using console.
  + CashDrawerWithGUI.java and CashDrawerGUI.java
  + CashDrawerGUI.java is the file that runs the GUI and the CashDrawerWithGUI.java is the actual program.