LAB 03/30/2016

Create a class called two classes a Coin class and a CashRegister class. The Coin class should have tow instance variables, "name" and "value".  
  
The CashRegister class should have two instance variable purchase and payment and should provide the necessary constructor and three methods.

1.The first method, "recordPurchase" should update the purchase variable:   
public void recordPurchase(double amount)

2. The second method, "enterPayment" should receive payments from the user and update the payment amount:  
public void enterPayment(int coinCount, Coin coinType)

3. A method called "giveChange" that computes and returns the amount of change:public double giveChange()  
  
Use the attached test program to test your classes.

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This program tests the CashRegister class.

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public class CashRegisterTester

{

public static void main(String[] args)

{

final double PENNY\_VALUE = 0.01;

final double NICKEL\_VALUE = 0.05;

final double DIME\_VALUE = 0.1;

final double QUARTER\_VALUE = 0.25;

CashRegister myRegister = new CashRegister();

myRegister.recordPurchase(0.57);

myRegister.enterPayment(1, new Coin(QUARTER\_VALUE, "quarter"));

myRegister.enterPayment(1, new Coin(NICKEL\_VALUE, "nickel"));

myRegister.enterPayment(2, new Coin(PENNY\_VALUE, "penny"));

double myChange = myRegister.giveChange();

System.out.println("Change: " + myChange);

System.out.println("Expected: -0.25");

}

}