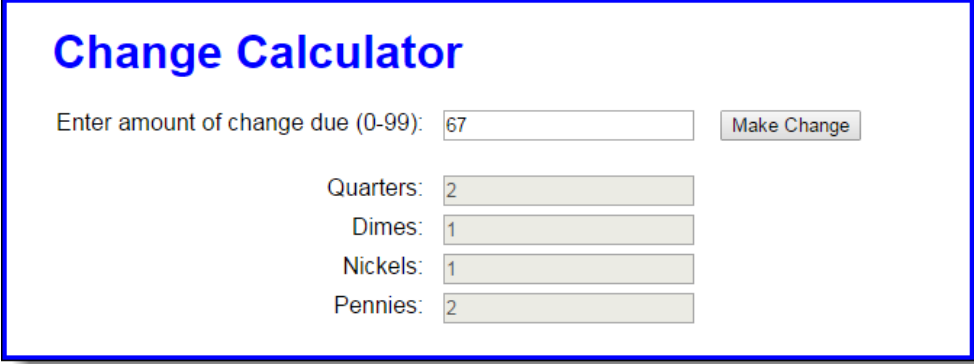


Develop the Change Calculator

You'll develop an application that tells how many quarters, dimes, nickels, and pennies are needed to make change for any amount of change from 0 through 99 cents. One way to get the results is to use the divide and modulus operators along with the `parseInt()` method for truncating the results so they are whole numbers.



The screenshot shows a web application titled "Change Calculator" in blue text. Below the title, there is a label "Enter amount of change due (0-99):" followed by a text input field containing the number "67". To the right of the input field is a button labeled "Make Change". Below this, there are four rows of labels and input fields: "Quarters:" with a field containing "2", "Dimes:" with a field containing "1", "Nickels:" with a field containing "1", and "Pennies:" with a field containing "2". The entire interface is enclosed in a blue border.

1. Open the HTML and JavaScript files in this folder:
`change_maker`
Then, run the application to see the user interface shown above, although that interface won't do anything until you develop the JavaScript for it.
2. In the JavaScript file, note that the `$` function has already been coded.
3. Code an event handler named `processEntry()` that gets the user's entry and checks to make sure that it is a number between 0 and 99. If it isn't, display an alert dialog box for the error. If it is valid, call a function named `makeChange()` and pass it the user's entry.
4. Code the `makeChange()` function, which should have one parameter that accepts the user's entry. This function shouldn't return anything, but it should display the results in the text boxes for Quarters, Dimes, Nickels, and Pennies.
5. Code an `onload` event handler that attaches the `processEntry()` event handler to the click event of the Make Change button. Then, test this application.