# Change Maker

The *change making problem* is a classic (and relevant) mathematics problem. Given an amount of money, return the minimum number of coins (pennies, nickels, dimes, and quarters) needed to form that amount. Write a *function .m-file* which solves the change making problem. The function definition is:

```
function [numP,numN,numD,numQ] = change(money)
```

where `money` is the amount of money (ranging from 1 to 99 cents). The outputs `numP, numN, numD,` and `numQ` represent the minimum number of pennies, nickels, dimes, and quarters (respectively) needed to form `money`.

Assumptions:
- `money` ranges from 1-99 cents
- Only US pennies, nickels, dimes, and quarters are used (no half-dollar or dollar coins)
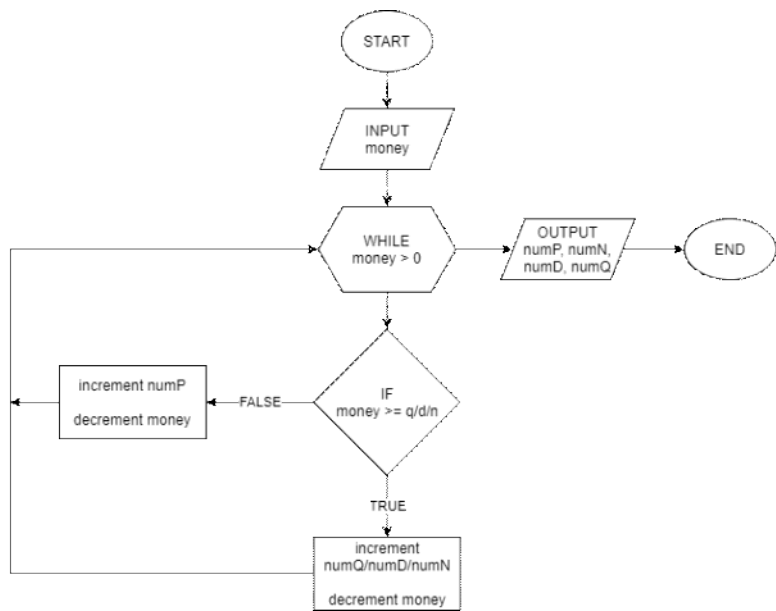
Example

INPUT: money = 82 cents

Iteration	money (before)	Coin	money (after)	numP	numN	numD	numQ
1	82	Q	82-25 = 57	0	0	0	1
2	57	Q	57-25 = 32	0	0	0	2
3	32	Q	32-25 = 7	0	0	0	3
4	7	N	7-5 = 2	0	1	0	3
5	2	P	2-1 = 1	1	1	0	3
6	1	P	2-1 = 1	2	1	0	3

OUTPUT: numP = 2, numN = 1, numD = 0, numQ = 3