First you should create a class in java called wallet.

Your wallet should have integers to keep track of

Coins: penny, nickel, dime, quarter.

Bills: dollar, five, ten, twenty, fifty and one hundred.

You should have a default constructor, a function to add money (you can add a single coin or bill), a function to spend a specific amount of money (double) your function should correct reduce the currency stored from the wallet to make up the amount if its too much it should not allow it. Also a toString function that properly converts the currency into $ dd.cc format for output for example

5 quarters

2 dimes

1 100 dollar bill

1 20 dollar bill

An object with the above currency counts (missing counts are 0) should print out $ 121.45 if passed into System.out.println().

Create unit test that appropriately test to make sure all the functions work as expected. When you create your tests you will need to create an object of wallet to run your asserts tests on, you also need to test for a variety of cases, be thorough.