

Web Development – Mr. Turner

Project – Count de Money

Project Overview

Count de Money is a rich old man whose favorite pastime is figuring out how much his coins are worth. He's got buckets of coins and likes to pull them out, one at a time, and drop them into the counter. Then he can see how many coins he has and how much they're worth.

The Count de Money page will allow the users to add and subtract from each of 4 types of coins (pennies, nickels, dimes, quarters). Each time the user changes the number of a coin, (s)he will be able to see the result of the change to the value of the collection.

Display

The list below includes the essential elements of the page.

- Your page should be styled appropriately using HTML.
- There will be 9 display sections.
 - The number of pennies
 - The total value of the pennies
 - The number of nickels
 - The total value of the nickels
 - The number of dimes
 - The total value of the dimes
 - The number of quarters
 - The total value of the quarters
 - The total value of all of the coins together
- Each "number of" section will include an add 1 and a subtract 1 button.

Functionality

In order to alter the contents of the collection, the user will click on the add and subtract buttons.

When one of the buttons is clicked, the **quantity** of the appropriate coin will change. That number will be reflected on screen. No coin should go below 0.

When the quantity of a coin changes, it also alters the value of the collection. Display the value, in dollars and cents, of the individual coin **and** display to value, in dollars and cents, of the whole collection.

Enhancements

1. Create new buttons that add and subtract 5 for each section

2. Add sections for half dollar and dollar coins

Programming Skills

- Comprehension of the specifications sheet.
- Keeping track of information in variables.
- Using conditionals to control outcomes.
- Sequencing through user interaction and functions.
- Proper display of information.