Programming Logic - Beginning

152-101

Money Changer Program

15 points

General Program Requirements

Create a program to help new cashiers learn how to make change. Your program should allow the user to enter the total amount of change due back to the customer. Expect the user to enter this value in dollars and cents. The program should then determine the most effective number of quarters, dimes, nickels and pennies that should be used to give the customer change. We want to make sure our cashiers are at least as smart as the new vending machines, so your program should handle change up to ten dollars but only using the coins listed previously.

Program Design
(You must use the Program Design Template and Visio to complete this assignment)
- Provide a IOP for this program
- Provide a screen layout
- Provide a TOE chart for this program
- Provide a flowchart (Visio) for each form event
- Provide pseudocode for each form event
- Provide 5 sample data records and the expected results