

# Lab 1: Compute Change

## Overview:

Listing 2.10 in the textbook, *Introduction to Java Programming* by Y. Daniel Liang, calculates and displays the number of pennies, nickels, dimes, quarters and dollars equal to a given amount of money in dollars and cents.

## Grading Rubric [20 points total]:

- [1 point]:** Attached one file in Blackboard Learn with the file name: `ComputeChange_YourName.java`, where *YourName* is whatever sequence of characters you want to be known by in this course.
- [2 points]:** Your program displays the same number of coins as the given program for all numbers up to \$0.99
- [7 points]:** Your program also print the number of \$5, \$10 and \$20 bills such that the total number of bills and coins is minimized.
- [5 points]:** Your program prints the total number of bills required to equal the input amount.
- [5 points]:** Your program prints the total number of coins required to equal the input amount.

## Penalties:

- [-5 points]:** Code does not adhere to those parts of the hallowed CS-259 coding standard thus far covered:
  - 1) Correct indenting (no tabs and two spaces per block level).
  - 2) Correct placement of brackets.
  - 3) A comment at the top of the class giving your full name and the date.
  - 4) In-line comments as needed. "As needed" is, in practice, quite subjective. In early labs, I will point out missing, excessive or otherwise poor comments without taking off points until you have had time to develop good judgment.
  - 5) Must compile without warnings when using IntelliJ's default warning settings.

Note: all 5 points are lost if any *one* of the standards is severely broken.

Note: No more than -5 even will be assigned for this section even if the code is a total mess and breaks all our coding standards.