

Programming Exercise 6.3

Making Change, v.3.0

Purpose. Practice writing programs that use if-statements.

Modify Exercise 5.3's `ChangeDue2.java`, skipping lines in the "Change paid out" section of the output that have zero bills. Name the new program `ChangeDue3.java`.

Requirements: same as 5.3's Making Change, with this one change: skip lines of output in the "Change paid out in" section that have zero bills.

Algorithm. This is only a *partial* algorithm, to calculate the number of bills of a certain denomination to be paid out. For example, for \$100 bills to be paid out:

```
Divide the change due by 100 to get the number of $100 bills in the change.  
Recalculate the change due as the remainder in the above division problem.
```

```
...
```

```
If the number of $100 bills is greater than zero  
Output the the number of $100 bills, with a label
```

Program I/O. Input: 2 console input whole numbers for the "cash payment" and for the amount "tendered" Output: The "change due" and the numbers of each specified denomination to be "paid out", skipping zeros.

Example. Here's what the output should look like, with user input in blue:

```
Cash payment amount: 45000  
Tendered amount: 100000  
Change due: 55000
```

```
Change paid out in:  
  this many ten thousand dollar bills: 5  
  this many five thousand dollar bills: 1
```