

Unit 2 Assignment 2:

Create a Java project that directs a cashier on how to give change.

The first step of this project is to write a Cashier class. This class should have five int instance fields: dollars, quarters, dimes, nickels, and pennies. The class should also have a parametric constructor that accepts the amount due and the amount received, determinates the difference between the two, and initializes the five instance fields. It is requested that the difference be an integer (the number of pennies in the difference). When working with integers it is less likely that a numerical (or rounding) error will occur! The Cashier class should also have accessor methods: getDollars(), getQuarters(), getDimes(), getNickels(), and getPennies().

The second step of this project is to write the Driver class. This class will only have a main method. In this main method you should construct a Scanner object and use it to read the amount due and the amount received from the console window. Next, construct a Cashier object using the values you read from the console window. Finally, call the accessor methods of the Cashier class and print the values returned by these methods to the console window. Your output should look exactly like this...

```
Enter Amount Due: 41.35  
Enter Amount Received: 50.00
```

```
Dollars    = 8  
Quarters   = 2  
Dimes      = 1  
Nickels    = 1  
Pennies    = 0
```