

## Programming

### Exercise

#### 7.3

#### Making Change, v.4.0

Purpose. Learn how to use loops by modifying your work from a previous lab so that it repeats multiple times without having to rerun it.

Requirements: Modify Exercise 6.3's `changeDue3.cpp` so that it runs an unlimited number of recalculations, until either of the inputs is entered as zero or negative. Name the new program `changeDue4.cpp`.

Revise the prompts to include something like [enter 0 to exit]. Break out of the loop as soon as a zero or negative input is read -- if you do not have 2 if-breaks, you are not doing this right!

In

other words, if a user enters zero for the first input, they should NOT see a prompt for the second

input, nor should they see the results of a calculation. It is possible for the VERY FIRST input to be

zero -- that's if the user starts running your program and then decides to quit before having it do anything..

Program I/O. Input: 2 values from the console keyboard, repeated continuously until either value is

zero or negative. Output: Your identifying information, and multiple sets of change due and non-zero

numbers of each specified denomination of bill to include in the change.

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

Cash payment amount: 44999

Tendered amount: 100000

Change due: 55001

Change paid out in:

    this many ten thousand dollar bills: 5

    this many five thousand dollar bills: 1

    this many one dollar bills: 1

Cash payment amount: 0