# JavaScript functions – Assignment04 B

In this assignment, students will create a change-counting game that gets the user to enter the number of coins required to make exactly one dollar. The program should accept from the user the number of pennies, nickels, dimes, and quarters. The program calls a function to calculate the total, and returns a string message.

## Getting started

1. Retrieve unit3\_11\_moneycountinggame.zip provided by your instructor.
2. Read the instructions found in the zip file.
3. Complete the solution by writing code in the addUpChange function. Notes:
	1. If the total value of the coins entered is equal to one dollar, the function should return a string that congratulates the user for winning the game.
	2. This is the ***EXACT*** confirmation text you should use:

You win. That is exactly $1.00!

* 1. Otherwise, the function should return a string indicating whether the amount entered was more than or less than one dollar. Examples of this message appear below. Please follow the pattern of the message exactly.

You lose. 0.48 is less than $1.00

You lose. 1.23 is more than $1.00

* 1. If the user provides any piece of data that is not numeric, the function should return this ***EXACT*** error message:

	Bad data. Please try again.
1. Test your work.
2. Upload your work. Be sure that you can find your work on the class server by typing in its URL in the browser.

For example:
http://misdemo.temple.edu/tux99999/unit3\_11\_moneycountinggame

How will this assignment be graded?

* If your work is not found at the expected location on misdemo, you will get a score of zero.
* If your work generates all four messages correctly, you will get a score of 100%.
* If your work generates some, but not all, of the messages correctly, you will get a score of 80%
* If your work is found, but does not generates any of the output correctly, you will get a score of 60%.