# JavaScript functions with conditional statements – Assignment07

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 assignment07\_moneycountinggame.zip provided by your instructor.
2. Read the instructions found in the zip file.
3. Hey, there are two syntax errors in the start file. Better go find and fix them before going any further.
4. 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. There was a bug in the start file. Did you find it?
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:   
   <https://misdemo.temple.edu/tux99999/assignment07_moneycountinggame>

How will this assignment be graded?

This assignment will be evaluated by an automated process.

* If your work is not found at the expected location on misdemo, you will get a score of **zero**.
* If your work generates **all output** correctly, you will get a score of 100%.
* If your work generates **almost all output** correctly (**only one** bad output), you will get a score of 80%
* If your work generates **some output** correctly (some right output, some wrong output), you will get a score of 60%
* If your work generates **only one output** correctly, you will get a score of 40%
* If your work does not generate any correct output, you will get a score of **zero**.