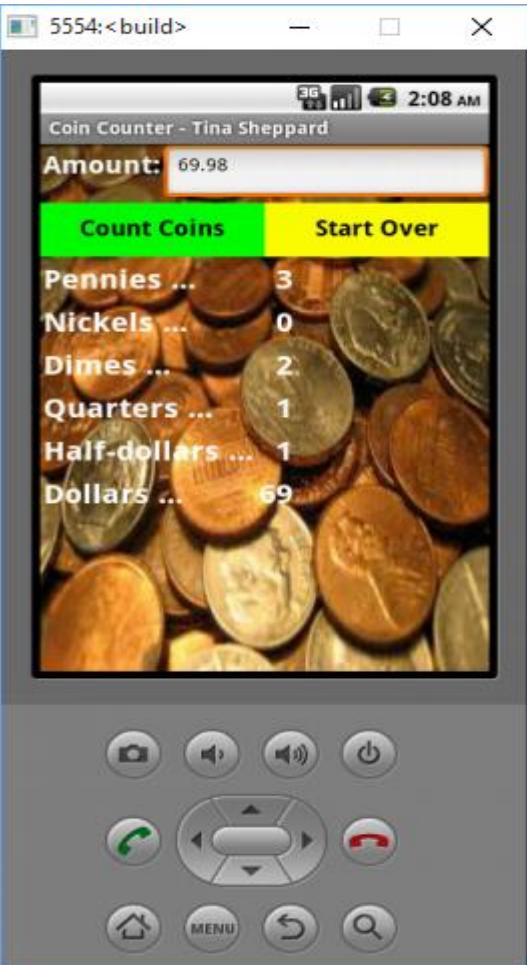


Use the following convention to name your file for this assignment: Your last name followed by your first name followed by an underscore followed by the letters CA followed by ## (where ## represents the class assignment number). Example: **shephardtina\_CA05**.

### *Let's create an application - Coin Counter*

Create an application using **App Inventor 2**. The application, **Coin Counter**, determines and displays the number of coins it takes to make up the player-specified amount that is greater than zero.

1. Use **Coin Counter – FirstName LastName** as the title for the **Screen1** component. Replace *FirstName* and *LastName* with your first name and last name, respectively.
2. Spruce up the **Coin Counter** application by selecting a fun image and displaying it as the screen's background.



3. The application's screen should have **labels**, **buttons**, and *at least one textbox*.

**Note:** Give each of the components a meaningful name. Style the components to your liking.

4. The player enters an amount greater than zero in the textbox.

**Note:** Include validation to ensure the player enters a valid amount. Validate the amount once the player clicks the **Count Coins** button. Use the **Notifier** component to display the appropriate error message.

5. Once the player clicks the **Count Coins** button, the application determines and displays the maximum number of each coin type needed to make up the player-specified amount.

6. When the **Start Over** button is clicked, restore the page to its original state.

- Use the **Export selected project (.aia) to my computer** option under **Projects** menu to download your file
- Submit the **aia** file using the **Assignments** menu item in **Sakai** for grading.

## Developer Challenge ...

- Provide the player with a way to indicate if he/she would like to include ***dollars*** or ***half-dollars*** in the coin counter results and figure the results accordingly.