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 of 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
```