

Study the following classes and implement the blank methods.

```
// A Coin represents a real world coin such as a "quarter" which
// has a value of 0.25, a "half dollar" which has value of 0.50, etc.
// A class invariant holds that 0.00 < all coin values <= 1.00
```

```
public class Coin
{
    private double myValue;
    private String myName;

    public Coin(double value, String name)
    {
        myValue = value;
        myName = name;
    }

    public double getValue()
    {    return myValue;    }

    public String getName()
    {    return myName;    }

    // returns true if this coin is equal to aCoin,
    // which means the name and the value are both equal
    public boolean equals(Coin aCoin)
    {
```

```
    }
```

```
}
```

```
////////////////////////////////////
```

```
// A Purse holds a collection of Coins
```

```
public class Purse
{
    private ArrayList<Coin> coins;

    public Purse()
    { coins = new ArrayList<Coin>(); }

    // adds aCoin to the purse
    public void add(Coin aCoin)
    {    coins.add(aCoin);    }
```

```
// returns total value of all coins in purse
public double getTotal()
{
```

```
}
```

```
// returns the number of coins in the Purse that matches aCoin
// (both myName & myValue)
public int count(Coin aCoin)
{
```

```
}
```

```
// returns the name of the Coin in the Purse that has the smallest value
public String findSmallest()
{
```

```
}
```

```
}
```