**No loop**

**import** java.util.Scanner;

**public** **class** Change {

**public** **static** **void** main(String[] args)

{

**int** price, change, dimes, pennies;

Scanner keyboard = **new** Scanner(System.***in***);

System.***out***.println("Type price (0:100):");

price = keyboard.nextInt();

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.***out***.println("The change is: " );

System.***out***.println(dimes + " dimes " + pennies + " pennies");

keyboard.close();

}

}

**Infinite w*hile* loop with *break***

**import** java.util.Scanner;

**public** **class** Change {

**public** **static** **void** main(String[] args)

{

**int** price, change, dimes, pennies;

Scanner keyboard = **new** Scanner(System.***in***);

**while**(**true**){

System.***out***.println("Type price (0:100):");

price = keyboard.nextInt();

**if**(price == -1){

**break**;

}

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.***out***.println("The change is: " );

System.***out***.println(dimes + " dimes " + pennies + "

pennies");

}

keyboard.close();

}

}

***while* loop with sentinel value**

**import** java.util.Scanner;

**public** **class** Change {

**public** **static** **void** main(String[] args)

{

**int** price, change, dimes, pennies;

Scanner keyboard = **new** Scanner(System.***in***);

//start duplicated code

System.***out***.println("Type price (0:100):");

price = keyboard.nextInt();

**if**(price != -1){

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.***out***.println("The change is: " );

System.***out***.println(dimes + " dimes " + pennies + "

pennies");

}

//end duplicated code

**while**(price != -1){

System.***out***.println("Type price (0:100):");

price = keyboard.nextInt();

**if**( price!= -1){

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.***out***.println("The change is: " );

System.***out***.println(dimes + " dimes " + pennies + "

pennies");

}

}

keyboard.close();

}

}

***do…while* loop with sentinel value**

**import** java.util.Scanner;

**public** **class** Change {

**public** **static** **void** main(String[] args)

{

**int** price, change, dimes, pennies;

Scanner keyboard = **new** Scanner(System.***in***);

**do**{

System.***out***.println("Type price (0:100):");

price = keyboard.nextInt();

**if**( price!= -1){

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.***out***.println("The change is: " );

System.***out***.println(dimes + " dimes " + pennies + "

pennies");

}

}**while**(price != -1);

keyboard.close();

}

}

**Typical *for* loop**

for(int i = 0; i < 50; i++) { } //count 50 times (from 0 to 49)

for(int j = 10; j < 40; j = j + 2) { } //count all the even numbers between 10 and 40

for(int k = 0; k < someVariable; k++) { } //count from 0 to (someVariable – 1)

**Infinite *for* loop with *break***

**import** java.util.Scanner;

**public** **class** Change {

**public** **static** **void** main(String[] args)

{

**int** price, change, dimes, pennies;

Scanner keyboard = **new** Scanner(System.***in***);

**for**(;;){

System.***out***.println("Type price (0:100):");

price = keyboard.nextInt();

**if**(price==-1) **break**;

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.***out***.println("The change is: " );

System.***out***.println(dimes + " dimes " + pennies + "

pennies");

}

keyboard.close();

}

}

***for* loop with only sentinel value**

**import** java.util.Scanner;

**public** **class** Change {

**public** **static** **void** main(String[] args) {

**int** change, dimes, pennies;

Scanner keyboard = **new** Scanner(System.in);

**for** (**int** price = 101; price != -1; price = keyboard.nextInt()) {

**if**(price <= 100 && price >= 0){

change = 100 - price;

dimes = change / 10;

pennies = change % 10;

System.out.println("The change is: ");

System.out.println(dimes + " dimes " + pennies + "

pennies");

}

System.out.println("Type price (0:100):");

}

keyboard.close();

}

}