Program 1 - Pointers (Guided Lab)
Write a program that uses an int pointer called hand to manipulate 3 variables: book, pencil, paper. You will use the hand pointer to change the value of book, pencil, or paper based on USER INPUT. The value stored in each variable represents a location:

   //GLOBAL VARIABLES
   const int FLOOR = 1,
                CHAIR = 2,
                DESK  = 3;

For example, if hand is pointing to pencil, you could change the location of pencil using:

   *hand = FLOOR;

Use the following functions:

   //ask the user which object to grab, then return a pointer to that object
   int* grab(int &book, int &pencil, int &paper);

   //ask the user where they would like to move the object
   void move(int* hand);

   //show the location of each object & contents of hand
   void showAll(int* hand, int &book, int &pencil, int &paper);

   //helper function for showAll, outputs the location of a single object.
   string show(int object);

The whole program should loop and give the user the following options:

   1) Show All
   2) Grab Object
   3) Move Object
   4) Exit Program

This is not an easy assignment, so I will be walking through it in class.
If you are unable to attend, please come see me or one of your fellow students for help.
Program 2 - Money Game (Review)

Write a program that does the following:

- Use following double constants to store individual coin values:
  - PENNY_VALUE
  - NICKEL_VALUE
  - DIME_VALUE
  - QUARTER_VALUE
- Ask the user to enter the number of coins (in integers) required to make exactly one dollar:
  - Ask the user to enter the number of pennies
  - Ask the user to enter the number of nickels
  - Ask the user to enter the number of dimes
  - Ask the user to enter the number of quarters
- Use basic math to determine the totalValue of all of the coins.
- Use conditional statements to determine the following:
  - If the totalValue of the coins is between $1.00 and $2.00 (inclusive), congratulate the user
  - Otherwise, if totalValue is greater than $2.00, notify the user
  - Otherwise, if totalValue is less than $1.00, notify the user

YOU DO NOT HAVE TO WORRY ABOUT INPUT VALIDATION FOR THIS PROGRAM.

WELCOME TO THE MONEY GAME!
TRY TO LAND BETWEEN $1.00 & $2.00!
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HOW MANY PENNYS?: 5
HOW MANY NICKELS?: 5
HOW MANY DIMES?: 5
HOW MANY QUARTERS?: 5
YOU LOSE! $2.05 is greater than $2.00