

When computer programmers dabble in making change

 devblogs.microsoft.com/oldnewthing/20091124-00

November 24, 2009



Raymond Chen

My colleague who dabbled in economics when deciding how many lunch vouchers to buy had a number of other money-related quirks. One of the ones that I remember is that when paying for a purchase, my colleague would double the balance and give the cashier that much money. For example, if the total was \$5.20, my colleague would hand over \$10.40. Why? Just to see if the cashier reacted when pressing the *Enter* code appeared to have no effect. Total is \$5.20. Cash tendered is \$10.40. Change is \$5.20. Most of the time, the cashier wouldn't pay any attention. Heck, the cashier wouldn't even question why my colleague handed over such a strange amount of money. Sometimes my colleague would mix it up and instead add \$6.66 to the total. For example, if the total was \$5.20, my colleague would hand over \$11.86, just to see the cashier's reaction when the cash register indicated that the change due was \$6.66.

And then one day, magic happened: The total was \$6.66. Without skipping a beat, my colleague handed over \$13.32.

[Raymond Chen](#)

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