Aim: Continuing the Money class.

Continue developing the Money class from Lab 14.

Allow the constructor to take any two positive integers as arguments, such as

```java
Money m = new Money(5, 243);
```

and adjust the dollars and cents such that cents is less than 100. If done correctly, the statement

```java
System.out.println(m.toString());
```

will print $7.43 and not $5.243

Write a method `add` in class Money that will add two money values together:

```java
Money m1, m2;

m1 = new Money(4, 87);
m2 = new Money(5, 243);

m1.add(m2);

System.out.println(m1.toString());
```

should print $12.30

Write a test program to demonstrate that your class works.