GOVERNMENT POLYTECHNIC MAHOBA

(2022 – 2023)

A

Report On

CURRENCY CONVERTER

Under Subject of

MAJOR PROJECT

Polytechnic, Semester- VI

(Computer Science Engineering)

And

(Information Technology)

Submitted by :

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Submitted to :

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(Head of tha Department)

CANDIDATE'S DECLARATION

We hereby declare that the work presented in this project entitled "**CURRENCY CONVERTER**" submitted towards completion of project in **6thSemester** of **Polytechnic**. (Computer Engineering) is anauthentic record of our original work carried out under the guidance of "**Prof. NARSINGH RAJPOOT**".

We have not submitted the matter embodied in this project for the award of any other degree

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We even thank and appreciate to our colleague in developing the project and people who have willingly helped us out with their abilities

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ABSTRACT

This project is JAVA-based Program and this program help to currency covert according to rate of country currency.

The Currency Converter Program is helping to the convert money like Indian Rupees to American Dollar or Indian Rupees to Dubai Dirham. And this Program Different countries use different currency, and there is daily variation in these currencies relative to one another.

Those who transfer money from one country to another (one currency to another) must be updated with the latest currency exchange rates in the market. And this Program mainly helpful in business, shares, and finance.

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(Chapter – 1)
INTRODUCTION

1.1 Purpose :

An easily accessible online currency converter is very useful to show travelers how their own currencies will fare when exchanged with other foreign currency. Moreover, currency converters help international import and export businesses by helping them determine the selling and buying profits of different products.

1.2 Scope :

The Currency Converter App is helping to the convert money like Indian Rupees to American Doller or Indian Rupees to Dubai Dirham. Currency Converter is a calculator or a software or a tool that converts quantity or value of one currency into the relative quantities or values of other. Every software may have some cases of bugs, errors, security related problems or system faults. There are many problems or system faults for example, computer collapse or crashes due to power supply problem will invalidate efforts of number of students. So in future we can develop more secure software by using advanced technologies.

1.3 Technology and tools :

1. JAVA :

Java is a programming language and a platform. Java is a high level, robust, object-oriented and secure programming language.

Java was developed by Sun Microsystems (which is now the subsidiary of Oracle) in the year 1995. James Gosling is known as the father of Java. Before Java, its name was Oak. Since Oak was already a registered company, so James Gosling and his team changed the name from Oak to Java.

Platform: Any hardware or software environment in which a program runs, is known as a platform. Since Java has a runtime environment (JRE) and API, it is called a platform.

2. VISUAL STUDIO CODE :

Visual Studio Code is a code editor made by Microsoft for Windows, Linux and macOS.[9]Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git . Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. And it is very helpful for writing code.

(Chapter – 2)

PROJECT MANAGEMENT

2.1 Project Planning :

Project Planning is concerned with identifying and measuring the activities, milestones and deliverables produced by the project. Project planning is undertaken and completed sometimes even before any development activity starts. Project planning consists of following essential activities:

Scheduling manpower and other resources needed to develop the system. Staff organization and staffing plans.

Risk identification, analysis, and accurate planning.

Estimating some of the basic attributes of the project like cost, duration and efforts. The effectiveness of the subsequent planning activities is based on the accuracy of these estimations.

Miscellaneous plans like quality assurance plan, configuration management plan, etc. Project management involves planning, monitoring and control of the people, process, and the events that occurs as the software evolves from a preliminary concept to an operational implementation. Cost estimation is a relative activity that is concerned with the resources required to accomplish the project plan

2.2 Project Scheduling :

The scheduling is the peak of a planning activity, a primary component of software project management. When combined with estimation methods and risk analysis, scheduling establishes a roadmap for project management. The characteristics of the project are used to adapt an appropriate task set for doing work.

2.3 Risk Management:

Risk management consists of a series of steps that help a software development team to understood and manage uncertain problems that may arise during the course of software development and can plague a software project. Risks are the dangerous conditions or potential problems for the system which may damage the system functionalities to very high level which would not be acceptable at any cost. So in order to make our system stable and give its 100% performance we must have identify those risks, analyse their occurrences and effects on our system and must prevent them to occur.

2.3.1 Risk Identification:

Risk identification is a first systematic attempt to specify risks to project plan, Scheduling resources, project development. It may be carried out as a team process using brainstorming approach.

Technology risk , People Risks , Tools Risks , General Risks etc .

2.3.2 Risk Analysis :

"Risk analysis = risk assessment + risk management + risk communication."

Risk analysis is employed in its broadest sense to include:

Risk assessment , Risk management , Risk communication etc.

(Chapter – 3)

SYSTEM REQUIREMENTS STUDY

3.1 Hardware and Software Requirement :

This shows minimum requirements to carry on to run this system efficiently.

3.1.1 Hardware Requirements :

Server-side Hardware Requirement

Devices	Description
Processor	Intel Core Duo 2.0 GHz
RAM	1 GB or more
Hard Disk	1 GB or more

3.1.2 Software Requirements :

Software Requirements

For which	Software
Operating System	Windows7/8/10,11 Linux
Program	JAVA

(Chapter – 4)

SYSTEM ANALYSIS

4.1 Study Current System :

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively. The system can be implemented only after thorough testing is done and if it is found to work according to the specification.

It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the change over and an evaluation of change over methods a part from planning. Two major tasks of preparing the implementation are education and training of the users and testing of the system. The more complex the system being implemented, the more involved will be the systems analysis and design effort required just for implementation.

The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes over to his new fully tested system and the old system is discontinued

4.2 Problem and weakness of current system

Inconsistency in data entry and generate errors

System is fully dependent on skilled individuals

Time consuming and costly to produce reports

Entry of false information

Lack of security

Duplication of data entry

4.3 Requirements of New System

4.3.1 User Requirements:

The user requirement for this system is to make the system fast, flexible, less proneto error, reduce expenses and save the time.

4.3.2 System Requirements :

Functional System Requirement.

Non-Functional System Requirements.

4.4 Feasibility Study :

The feasibility study of any system is mainly intended to study and analyze the proposed system and to decide whether the system under consideration will be viable or not after implementation. That is it determines the usability of the project after deployment. To come to result a set of queryis answered keeping the efficiency of the software and its impact on the domain for which it was developed.

Technical Feasibility:

In technical feasibility, we study all technical issues regarding the proposed system. It is mainly concerned with the specifications of the equipments and the software, which successfully satisfies the end-user's requirement. The technical needs of the system may vary accordingly but include :

The feasibility to produce outputs in a given time.

Response time under certain conditions.

Ability to process a certain volume of the transaction at a particular speed.

Facility to communicate data.

4.5 Selection of Hardware and Software and Justification

The configuration of the existing systems is:

Processor: Pentium IV Processor

Memory: 512MB (or above)

Secondary storage: 5 GB (or above)

For Software there are following alternatives :

Operating System: MS Windows XP or Windows Vista

Development tools: java, c ,c++, dev c++

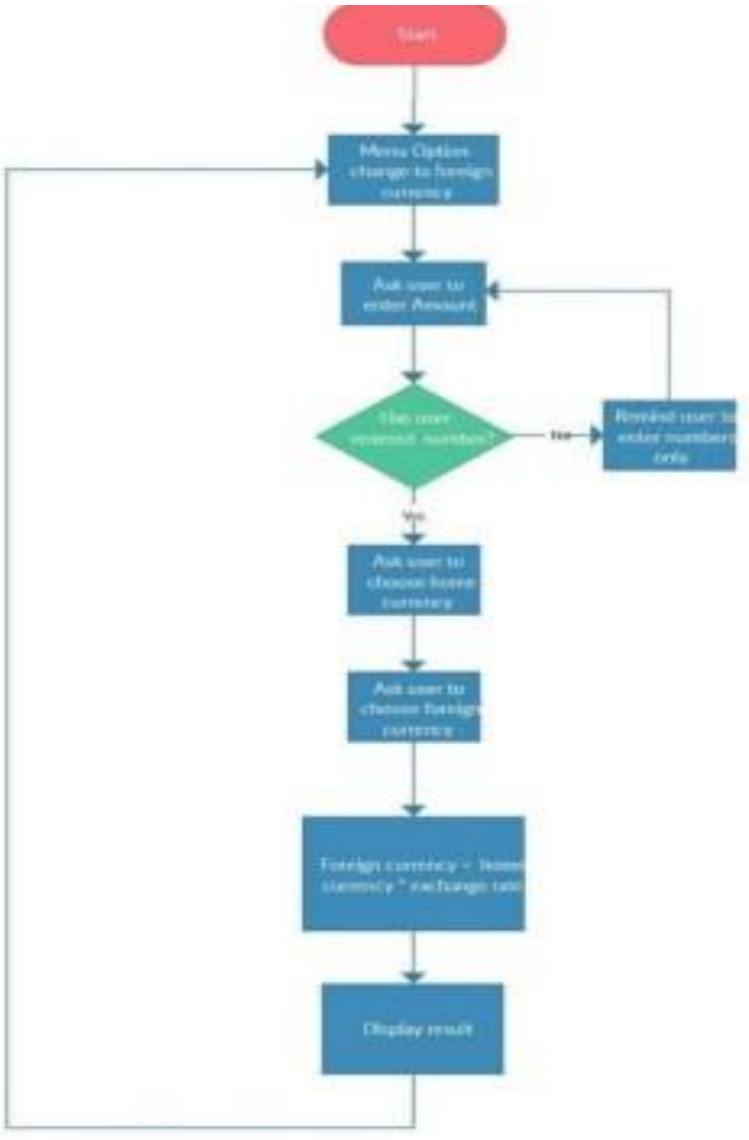
Documentation tool: MS-Word

(Chapter – 5)

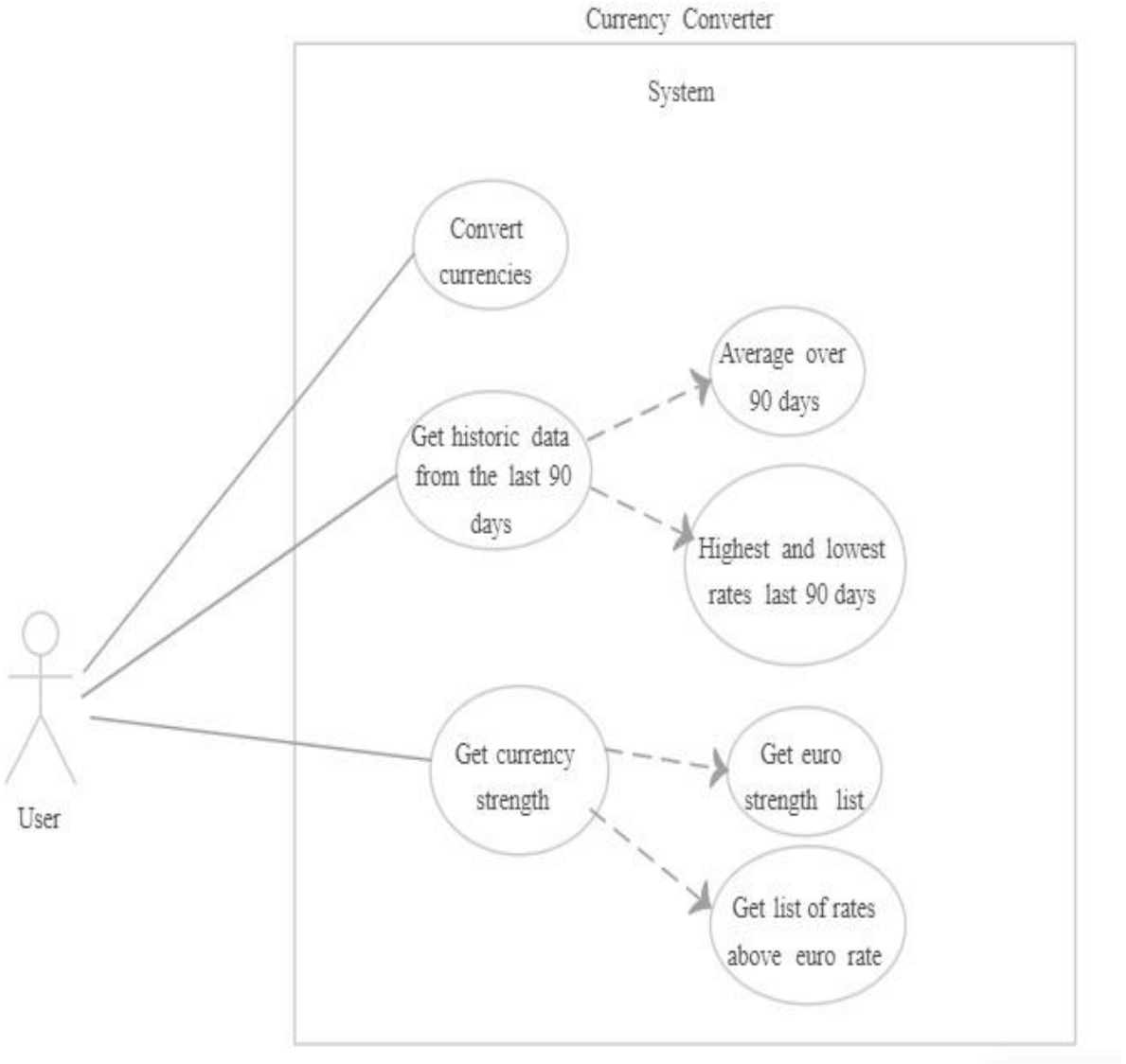
System Design

5.2 Interface Design

5.2.1 Flow Chart :



5.2.2 Use Case Diagram :



5.2.3 Source Code :

Package (Main Package) :

```
package currencies;
public class converter
{
   protected double INR, USD, EUR, GBP, KWD, JPY, KYD;
}
```

Package for INR :

```
package currencies;
public class INR extends converter {
   public INR() {
      INR=1.0;
      USD=0.01373;
      EUR=0.01127;
      GBP=0.009699;
      KWD=0.004127;
      JPY=1.4961;
      KYD=0.01146;

   }

   public double INRToUSD (double rupees) { return (rupees * USD); }
   public double INRToEUR (double rupees) { return (rupees *EUR); }
   public double INRToGBP (double rupees) { return (rupees * GBP); }
   public double INRToJPY (double rupees) { return (rupees * JPY); }
   public double INRToKWD (double rupees) { return (rupees * KWD); }
   public double INRToKYD (double rupees) { return (rupees * KYD); }
}
```

Package for USD :

```
package currencies;
public class USD extends converter {
   public USD () {
      INR=81.915;
      USD=1.0;
      EUR=0.82102;
      GBP=0.70659;
      KWD=0.30057;
      JPY=108.97;
      KYD=0.83355;
   }
   public double USDToINR (double dollars) { return (dollars*INR); }
   public double USDToEUR (double dollars) {return (dollars*EUR); }
   public double USDToGBP (double dollars) {return (dollars*GBP);  }
   public double USDToJPY (double dollars) {return (dollars*JPY);}
   public double USDToKWD (double dollars) {return (dollars*KWD);}
   public double USDToKYD (double dollars) {  return (dollars*KYD); }
}
```

Package for JPY :

```
package currencies;
public class JPY extends converter {
   public JPY() {
      INR=0.66839;
      USD=0.009177;
      EUR=0.007535;
      GBP=0.006483;
      KWD=0.002758;
      JPY=1.0;
      KYD=0.007659;

   }
   public double JPYToUSD (double yen) { return (yen * USD); }
   public double JPYToEUR (double yen) { return (yen *EUR); }
```

```
public double JPYToGBP (double yen) { return (yen * GBP); }
public double JPYToINR (double yen) { return (yen * INR); }
public double JPYToKWD (double yen) { return (yen * KWD); }
public double JPYToKYD (double yen) { return (yen * KYD); }
}
```

Package for EUR :

```
package currencies;
public class EUR extends converter {
   public EUR () {
      INR=88.7090;
      USD=1.2180;
      EUR=1.0;
      GBP=0.86038;
      KWD=0.36610;
      JPY=132.72;
      KYD=1.0165;
   }
   public double EURToINR (double euros) { return (euros*INR); }
   public double EURToUSD (double euros) { return (euros*USD); }
   public double EURToGBP (double euros) { return (euros*GBP); }
   public double EURToJPY (double euros) { return (euros*JPY); }
   public double EURToKWD (double euros) { return (euros*KWD); }
   public double EURToKYD (double euros) { return (euros*KYD); }
}
```

Package for KYD :

```
package currencies;
public class KYD extends converter {
   public KYD() {
      INR=87.2658;
      USD=1.1997;
      EUR=0.98373;
      GBP=0.84638;
      KWD=0.36014;
      JPY=130.56;
```

```
    KYD=1.0;
  }
  public double KYDToINR (double dollars) { return (dollars*INR); }
  public double KYDToEUR (double dollars) { return (dollars*EUR); }
  public double KYDToGBP (double dollars) { return (dollars*GBP); }
  public double KYDToJPY (double dollars) { return (dollars*JPY); }
  public double KYDToUSD (double dollars) { return (dollars*USD); }
  public double KYDToKWD (double dollars) { return (dollars*KWD); }
  }
```

Package for KWD :

```
package currencies;
public class KWD extends converter {
  public KWD() {
    INR=242.31;
    USD=3.3270;
    EUR=2.7315;
    GBP=2.3501;
    KWD=1.0;
    JPY=362.53;
    KYD=2.7767;
  }

  public double KWDToINR (double dinar) { return (dinar*INR); }
  public double KWDToEUR (double dinar) { return (dinar*EUR); }
  public double KWDToGBP (double dinar) { return (dinar*GBP); }
  public double KWDToJPY (double dinar) { return (dinar*JPY); }
  public double KWDToUSD (double dinar) { return (dinar*USD); }
  public double KWDToKYD (double dinar) { return (dinar*KYD); }
  }
```

Package for GBP :

```
package currencies;
public class GBP extends converter {
  public GBP () {
    INR=103.10;
```

```
        USD=1.4152;
        EUR=1.1623;
        GBP=1.0;
        KWD=0.42551;
        JPY=154.26;
        KYD=1.1815;
    }
    public double GBPToINR (double pounds) { return (pounds*INR); }
    public double GBPToUSD (double pounds) { return (pounds*USD); }
    public double GBPToEUR (double pounds) { return (pounds*EUR); }
    public double GBPToJPY (double pounds) { return (pounds*JPY); }
    public double GBPToKWD (double pounds) { return (pounds*KWD); }
    public double GBPToKYD (double pounds) { return (pounds*KYD); }
}
```

Main class :

```
import currencies.*;
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
import javax.imageio.ImageIO;

public class currencyConverter extends Applet implements ActionListener {
    Choice cFrom, cTo;
    TextField input;
    Label answer, from, to, none, addressInput;
    Button convert, switchCountry;
    Font font, label, buttons;
    Image loading, logo;
    double amount;
    INR i=new INR();
    USD u=new USD();
    EUR e=new EUR();
    KYD k=new KYD();
    KWD d=new KWD();
```

```
JPY j=new JPY();
GBP g=new GBP();
Exception NullValueException, InvalidCastException;
public void setCountriesInFrom()
{
   cFrom=new Choice();
   cFrom.add("₹ INR");
   cFrom.add("$ USD");
   cFrom.add("€ EUR");
   cFrom.add("¥ JPY");
   cFrom.add("$ KYD");
   cFrom.add("د.ك KWD");
   cFrom.add("£ GBP");
}

public void setCountriesInTo()
{
   cTo=new Choice();
   cTo.add("₹ INR");
   cTo.add("$ USD");
   cTo.add("€ EUR");
   cTo.add("¥ JPY");
   cTo.add("$ KYD");
   cTo.add("د.ك KWD");
   cTo.add("£ GBP");
}

public void init() {
   this.setSize(598, 400);
   font = new Font("Arial", Font.PLAIN, 20);
   label = new Font("Arial", Font.PLAIN, 18);
   buttons = new Font("Arial", Font.ITALIC, 14);
   this.setBackground(Color.decode("0xF5F5DC"));
   this.setForeground(Color.decode("0x00080"));

   //Setting up labels
```

```
from = new Label("Select first country");
from.setBackground(Color.decode("0xF5F5DC"));
from.setForeground(Color.decode("0x00000"));
from.setFont(label);
add(from);

to = new Label("Select second country");
to.setBackground(Color.decode("0xF5F5DC"));
to.setForeground(Color.decode("0x00000"));
to.setFont(label);
add(to);

answer = new Label("Your answer will be displayed here.");
answer.setBackground(Color.decode("0xF5F5DC"));
answer.setForeground(Color.decode("0x00000"));
answer.setFont(label);
add(answer);

addressInput = new Label("Enter amount here.");
addressInput.setBackground(Color.decode("0xF5F5DC"));
addressInput.setForeground(Color.decode("0x00000"));
addressInput.setFont(label);
add(addressInput);

none = new Label("");
none.setBackground(Color.decode("0xdda0dd"));
add(none);

//Setting up buttons
convert = new Button("Convert currencies");
convert.setBackground(Color.decode("0xfff0f5"));
convert.setForeground(Color.BLACK);
convert.setFont(buttons);
convert.addActionListener(this);
add(convert);
```

```
    switchCountry = new Button("Switch selections");
    switchCountry.setBackground(Color.decode("0xfff0f5"));
    switchCountry.setForeground(Color.BLACK);
    switchCountry.setFont(buttons);
    switchCountry.addActionListener(this);
    add(switchCountry);

    //Setting up drop downs
    this.setCountriesInFrom();
    cFrom.setFont(label);
    add(cFrom);

    this.setCountriesInTo();
    cTo.setFont(label);
    add(cTo);

    //Setting up input field
    input = new TextField(15);
    input.setFont(label);
    add(input);

    //Setting up images and gifs
    try {
        logo = ImageIO.read(getClass().getResource("main-icon.png"));
        loading = ImageIO.read(getClass().getResource("loading.gif"));
        // loading = getImage(this.getDocumentBase(), "loading.gif");
    } catch (Exception e) {}

    //Initialising exceptions
    NullValueException = new Exception("Insert a value first");
    InvalidCastException = new Exception("Trying to convert from String to double");
}

public void paint(Graphics g)
{
    this.setLayout(new BorderLayout());
```

```
    g.setFont(font);
    g.drawImage(logo, 185, 5, this);
    g.drawString("Currency Converter.", 254, 42);
    none.setBounds(0, 72, 599, 22);
    from.setBounds(29, 115, 154, 23);
    to.setBounds(29, 186, 178, 23);
    convert.setBounds(45, 295, 150, 53);
    switchCountry.setBounds(226, 295, 150, 53);
    cFrom.setBounds(226, 115, 105, 35);
    cTo.setBounds(226, 186, 105, 35);
    answer.setBounds(29, 245, 600, 25);
    input.setBounds(424, 186, 100, 30);
    addressInput.setBounds(395, 150, 150, 25);
}

public void setAmount()
{
    try {
        amount = Double.parseDouble(input.getText());
    } catch (Exception ex) {
        answer.setText(InvalidCastException.toString());
    }
}

public void load(Graphics g)
{
    this.setLayout(null);
    try {
        g.drawImage(loading, 400, 250, 128, 128, this);
        Thread.sleep(2500);
        g.setColor(Color.decode("0xf5f5dc"));
        g.fill3DRect(400,240, 500, 300, true);
    }
    catch(InterruptedException e){}
}
```

```
public void actionPerformed(ActionEvent a) {
    this.setAmount();
    if (a.getSource() == convert) {
        this.load(getGraphics());
        if (cFrom.getSelectedIndex() == cTo.getSelectedIndex()) {
            answer.setText("The value you're looking for lies in the question.");
        }

        else if (amount <= 0) {
            answer.setText(NullValueException.toString());
        }

        else if (cFrom.getSelectedIndex() == 0) {
            int convertTo = cTo.getSelectedIndex();
            switch (convertTo) {
                case 1:
                    answer.setText(amount + " INR is equal to " + i.INRToUSD(amount) + "USD");
                    break;
                case 2:
                    answer.setText(amount + " INR is equal to " + i.INRToEUR(amount) + "EUR");
                    break;
                case 3:
                    answer.setText(amount + " INR is equal to " + i.INRToJPY(amount) + " JPY");
                    break;
                case 4:
                    answer.setText(amount + " INR is equal to " + i.INRToKYD(amount)+"KYD");
                    break;
                case 5:
                 answer.setText(amount + " INR is equal to " + i.INRToKWD(amount) + "KWD");
                    break;
                case 6:
                  answer.setText(amount + " INR is equal to " + i.INRToGBP(amount) + " GBP");
                    break;
                default:
                    answer.setText("Internal error has occurred, try again later.");
            }
```

```
}

else if (cFrom.getSelectedIndex() == 1) {
    int convertTo = cTo.getSelectedIndex();
    switch (convertTo) {
     case 0:
         answer.setText(amount + " USD is equal to " + u.USDToINR(amount) + " INR");
           break;
     case 2:
       answer.setText(amount + " USD is equal to " + u.USDToEUR(amount) + " EUR");
           break;
       case 3:
        answer.setText(amount + " USD is equal to " + u.USDToJPY(amount) + " JPY");
           break;
     case 4:
      answer.setText(amount + " USD is equal to " + u.USDToKYD(amount) + " KYD");
           break;
     case 5:
     answer.setText(amount + " USD is equal to " + u.USDToKWD(amount) + " KWD");
           break;
     case 6:
      answer.setText(amount + " USD is equal to " + u.USDToGBP(amount) + " GBP");
           break;
       default:
           answer.setText("Internal error has occurred, try again later.");
    }
}

else if (cFrom.getSelectedIndex() == 2) {
    int convertTo = cTo.getSelectedIndex();
    switch (convertTo) {
    case 0:
        answer.setText(amount + " EUR is equal to " + e.EURToINR(amount) + " INR");
           break;

     case 1:
```

```
            answer.setText(amount + " EUR is equal to " + e.EURToUSD(amount) + " USD");
                break;

        case 3:
            answer.setText(amount + " EUR is equal to " + e.EURToJPY(amount) + " JPY");
                break;
        case 4:
            answer.setText(amount + " EUR is equal to " + e.EURToKYD(amount) + " KYD");
                break;
        case 5:
        answer.setText(amount + " EUR is equal to " + e.EURToKWD(amount) + " KWD");
                break;
       case 6:
            answer.setText(amount + " EUR is equal to " + e.EURToGBP(amount) + " GBP");
                break;
            default:
                answer.setText("Internal error has occurred, try again later.");
       }
    }

    else if (cFrom.getSelectedIndex() == 3) {
       int convertTo = cTo.getSelectedIndex();
       switch (convertTo) {
       case 0:
            answer.setText(amount + " JPY is equal to " + j.JPYToINR(amount) + " INR");
                break;

       case 1:
            answer.setText(amount + " JPY is equal to " + j.JPYToUSD(amount) + " USD");
                break;
       case 2:
            answer.setText(amount + " JPY is equal to " + j.JPYToEUR(amount) + " EUR");
                break;

        case 4:
            answer.setText(amount + " JPY is equal to " + j.JPYToKYD(amount) + " KYD");
```

```
            break;

        case 5:
          answer.setText(amount + " JPY is equal to " + j.JPYToKWD(amount) + " KWD");
            break;
        case 6:
           answer.setText(amount + " JPY is equal to " + j.JPYToGBP(amount) + " GBP");
            break;
          default:
            answer.setText("Internal error has occurred, try again later.");
       }
    }

    else if (cFrom.getSelectedIndex() == 4) {
       int convertTo = cTo.getSelectedIndex();
       switch (convertTo) {
      case 0:
       answer.setText(amount + " KYD is equal to " + k.KYDToINR(amount) + " INR");
            break;
      case 1:
        answer.setText(amount + " KYD is equal to " + k.KYDToUSD(amount) + " USD");
            break;
       case 2:
        answer.setText(amount + " KYD is equal to " + k.KYDToEUR(amount) + " EUR");
            break;
        case 3:
         answer.setText(amount + " KYD is equal to " + k.KYDToJPY(amount) + " JPY");
            break;
        case 5:
        answer.setText(amount + " KYD is equal to " + k.KYDToKWD(amount)+ "KWD");
            break;
        case 6:
         answer.setText(amount + " KYD is equal to " + k.KYDToGBP(amount) + " GBP");
            break;

          default:
```

```
            answer.setText("Internal error has occurred, try again later.");
        }
    }

    else if (cFrom.getSelectedIndex() == 5) {
        int convertTo = cTo.getSelectedIndex();
        switch (convertTo) {
     case 0:
          answer.setText(amount + " KWD is equal to " + d.KWDToINR(amount) + " INR");
                break;
     case 1:
         answer.setText(amount + " KWD is equal to " + d.KWDToUSD(amount) + " USD");
                break;
     case 2:
         answer.setText(amount + " KWD is equal to " + d.KWDToEUR(amount) + " EUR");
                break;
     case 3:
          answer.setText(amount + " KWD is equal to " + d.KWDToJPY(amount) + " JPY");
                break;
     case 4:
       answer.setText(amount + " KWD is equal to " + d.KWDToKYD(amount) + " KYD");
                break;
      case 6:
         answer.setText(amount + " KWD is equal to " + d.KWDToGBP(amount) + " GBP");
                break;
            default:
                answer.setText("Internal error has occurred, try again later.");
        }
    }
    else if (cFrom.getSelectedIndex() == 6) {
        int convertTo = cTo.getSelectedIndex();
        switch (convertTo) {
       case 0:
          answer.setText(amount + " GBP is equal to " + g.GBPToINR(amount) + " INR");
                break;
       case 1:
```

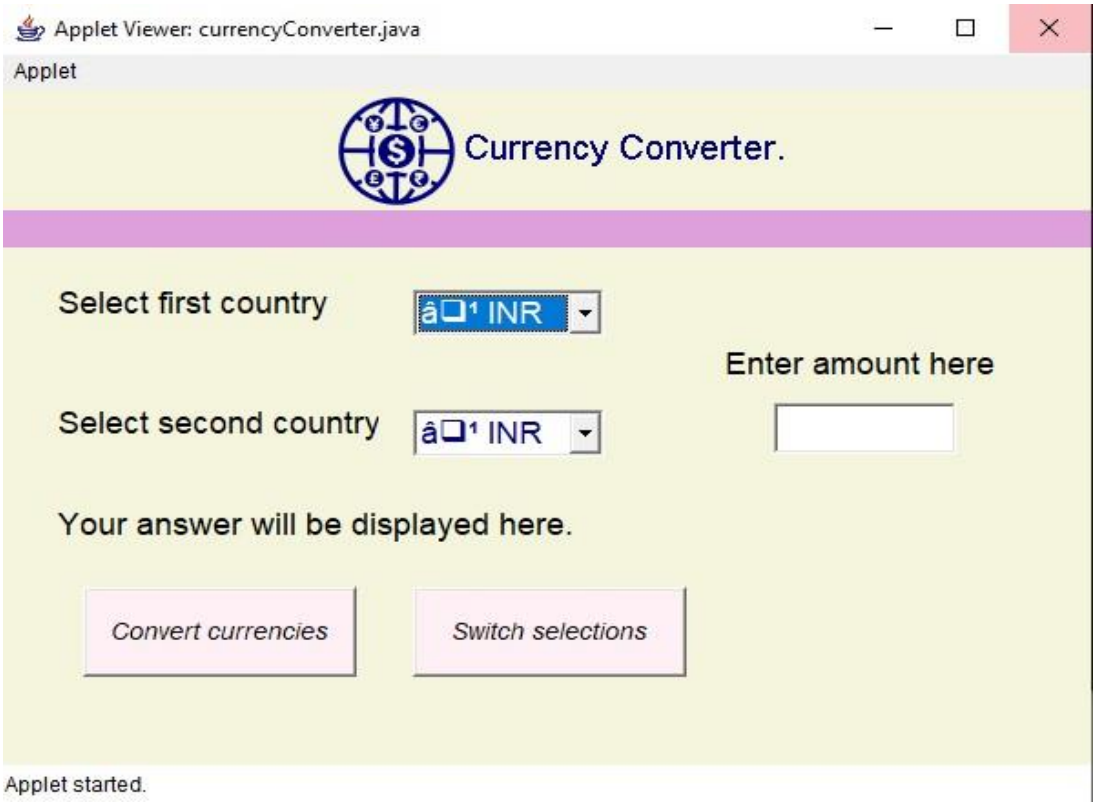
```
                answer.setText(amount + " GBP is equal to " + g.GBPToUSD(amount) + " USD");
                    break;
                case 2:
                  answer.setText(amount + " GBP is equal to " + g.GBPToEUR(amount) + " EUR");
                    break;
                 case 3:
                   answer.setText(amount + " GBP is equal to " + g.GBPToJPY(amount) + " JPY");
                    break;
                 case 4:
                  answer.setText(amount + " GBP is equal to " + g.GBPToKYD(amount) + " KYD");
                    break;
                 case 5:
                 answer.setText(amount + " GBP is equal to " + g.GBPToKWD(amount) + " KWD");
                    break;
                   default:
                    answer.setText("Internal error has occurred, try again later.");
                }
            }
        }
        else if (a.getSource()==switchCountry) {
            String tempChoice=cFrom.getSelectedItem();
            cFrom.select(cTo.getSelectedItem());
            cTo.select(tempChoice);
        }
    }
}
```

Applet code

```
/*
 <html>
 <head> </head>
    <body>
       <applet code="currencyConverter.java" height=600 width=400></applet>
    </body>
 </html>
 */
```

5.1 Input /Output interface

◆ **Home Page**



◆ **Convert INT to USD**

◆ **Convert INR to JPY**

◆**Convert INR to EUR**

(Chapter – 6)

Code Implementation

6.1 Implementation Environment

Challenges identified for successful design and implementation of this project are dominated by: Complexity, reliability/availability, transparent data access. The project was a result of a Group consensus. The team was having four members. The team was guided by project manager. The team structure depends on the management style of the organization, the no. of people in the Team, their skill levels and the problem difficulty.

6.2 Program/Module Specification

A Session is maintained throughout the system when a particular user enters into the System. The Session is regularly checked whenever it is required. Proper validation is placed as and when it is required.

6.3 Coding Standards

Normally, good Programming organization requires their programmers to maintain Some well-defined and standard style of coding called coding standard.

6.3.1 Comment Standards:

The comment should describe what is happening, how it is being done, what parameters mean, which global are used and which are modified, and any registration or bugs. The standards I have followed are:

Comment may also be used in the body of the Cascading style sheets to explain individual sections or lines of codes to easily get access and easily review or manage the classes or properties for the pages.

Inline comments should be made with the //. Comment style and should be indented at the same level as the code described.

For multiple line comments we write between /* .... */

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Testing

Testing :

Testing is the major control measure used during software development. Its basic function is to detect errors in the software. During requirement analysis and design, the output is a document that is usually textual and no executable. After the coding phase. computer programs are available that can be executed for testing purpose. This implies that testing not ont has to uncover errors introduced during coding, but also errors introduced during previous phase. Thus the goal of testing is to uncover the requirements, design and coding errors in the programs. So after testing the outputs of my project are as follows:

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Limitations and Future Enhancement

8.1 LIMITATIONS:

Though we tried our best in developing this system but as limitations are mere parts of any System so are of our program .

8.2 FUTURE SCOPE OF THE PROJECT:

- Integration with mobile devices: With the growing use of smartphones and tablets, currency converters are likely to become more mobile-friendly.

- Mobile apps will be developed to help users convert currencies on the go.

- Increased accuracy and efficiency: As technology advances, currency converters will become more accurate and efficient. Artificial intelligence and machine learning can be employed to provide real-time exchange rates and suggest the best time to make a currency exchange.

- Multi-currency support: Currency converters may start supporting multiple currencies, which will be especially useful for people who travel to multiple countries or conduct business with international clients.

- Integration with other financial tools: Currency converters may be integrated with other financial tools, such as budgeting apps, investment platforms, and banking apps. This will make it easier for users to manage their finances and make informed decisions.

Overall, the future of currency converters is bright, and we can expect to see many exciting developments in this area in the years to come.

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Conclusion

Currency Converter java project report It is difficult to ensure interoperability across multiple data sources. This is also true for prices and currencies in the Linked Open Data (LOD) cloud. However, in order to do useful product matchmaking, it is indispensable to have a uniform view on such data, since prices are among the most decisive buying criteria in ecommerce. While currency conversion APIs exist on the Web, their integration into operations over RDF data still involves significant manual effort.

(Chapter – 10)

References

BOOKS.

- Programming in Java 2nd Edition, E. Balaguruswamy TMH Publications.
- Head first 2nd Edition