'''

Mini Project: Currency Converter

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'''

import tkinter.messagebox from tkinter import \* from tkinter

import ttk

def RealTimeCurrencyConversion():

from forex\_python.converter import CurrencyRates

c = CurrencyRates()

from\_currency = fcurrency.get() to\_currency = tcurrency.get()

if amount\_entry.get() == "":

tkinter.messagebox.showinfo(

"Error !!", "Amount Not Entered.\n Please Enter a valid amount.")

elif from\_currency == "" or to\_currency == "": tkinter.messagebox.showinfo("Error !!",

"Currency Not Selected.\n Please select FROM and TO Currency from menu.")

else:

converted\_entry.delete(0, END) new\_amt = c.convert(from\_currency, to\_currency,

float(amount\_entry.get()))

new\_amount = float("{:.4f}".format(new\_amt))

converted\_entry.insert(0, str(new\_amount))

# Connecting Database

def store():

import mysql.connector

am = amount.get() fc = fcurrency.get() tc = tcurrency.get() ca = converted.get()

mydb = mysql.connector.connect(host="localhost", user="root", password="@rshadK786",

database="currencyconverter") cursor = mydb.cursor()

query = "INSERT INTO

conversion(Amount,From\_Currency,To\_Currency,Converted\_Amount) VALUES(%s,%s,%s,%s)"

vals = (am, fc, tc, ca) cursor.execute(query, vals) mydb.commit()

store()

def clear\_all():

converted\_entry.delete(0, END) amount\_entry.delete(0, END)

fcurrency.set("")

tcurrency.set("")

def convert():

home.pack\_forget() f1.pack(pady=25)

f2.pack()

def home1():

f1.pack\_forget() f2.pack\_forget() home.pack()

CurrenyCode\_list = ["INR", "USD", "CAD", "CNY", "DKK", "EUR"]

root = Tk() root.title("Currency Conversion System")

# Size of the GUI window root.geometry("800x600") # root.configure(bg="grey") root.minsize(800, 600) root.maxsize(1366, 768) root.iconbitmap("Google-Noto-Emoji-Objects-62885-currency-exchange.ico")

# Home Frame home = Frame(root) home.pack()

# Background Imagge image = PhotoImage(file="background.png") canvas1 = Canvas(home, width="800", height="600") canvas1.pack(fill="both", expand=True)

# Display image canvas1.create\_image(0, 0, image=image,

anchor="nw")

# Heading f1 = Frame(root)

# f1.pack(pady=25)

Label(f1, text="Currency Converter", font="consolas 30 underline bold").pack()

# Labels f2 = Frame(root)

# f2.pack()

Label(f2, text="Amount: ", font="consolas 20 bold").grid( row=3, column=2, ipady=10)

Label(f2, text="From Currency: ", font="consolas 20 bold").grid( row=4, column=2, ipady=10)

Label(f2, text="To Currency: ", font="consolas 20 bold").grid( row=5, column=2, ipady=10)

Label(f2, text="Converted Amount: ", font="consolas 20 bold").grid( row=6, column=2, ipady=10)

# Datatypes amount = StringVar() converted = StringVar() fcurrency = StringVar() tcurrency = StringVar()

# Entry Widgets amount\_entry = Entry(f2, textvariable=amount) amount\_entry.grid(row=3, column=3)

converted\_entry = Entry(f2, textvariable=converted) converted\_entry.grid(row=6, column=3)

# OptionMenu

FromCurrency\_option = OptionMenu(f2, fcurrency, \*CurrenyCode\_list)

FromCurrency\_option.grid(row=4, column=3, ipadx=40)

ToCurrency\_option = OptionMenu(f2, tcurrency, \*CurrenyCode\_list)

ToCurrency\_option.grid(row=5, column=3, ipadx=40)

# Menu mymenu = Menu(root) mymenu.add\_command(label="Home", command=home1) mymenu.add\_command(label="Convert", command=convert) root.configure(menu=mymenu)

# Buttons

Button(f2, text="Convert", command=RealTimeCurrencyConversion, padx=25, pady=20, fg="white", bg="blue", font="consalas 12 bold", relief="raised", bd=5).grid(row=7, column=2, pady=15)

Button(f2, text="Clear All", command=clear\_all, padx=25, pady=20, fg="white", bg="red", font="consalas 12 bold",

relief="raised", bd=5).grid(row=7, column=3, pady=15)

root.mainloop()