Name: Aviram Yadav

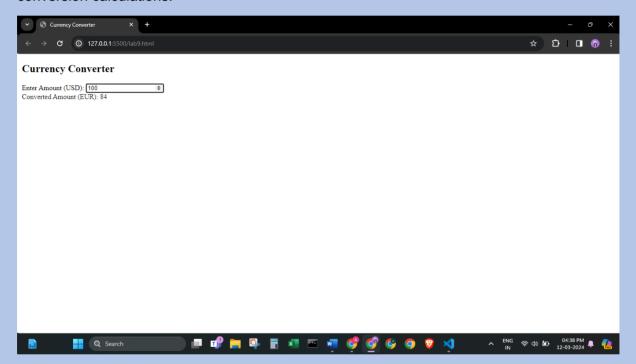
Branch: CSE

Roll No.: 22CS3019

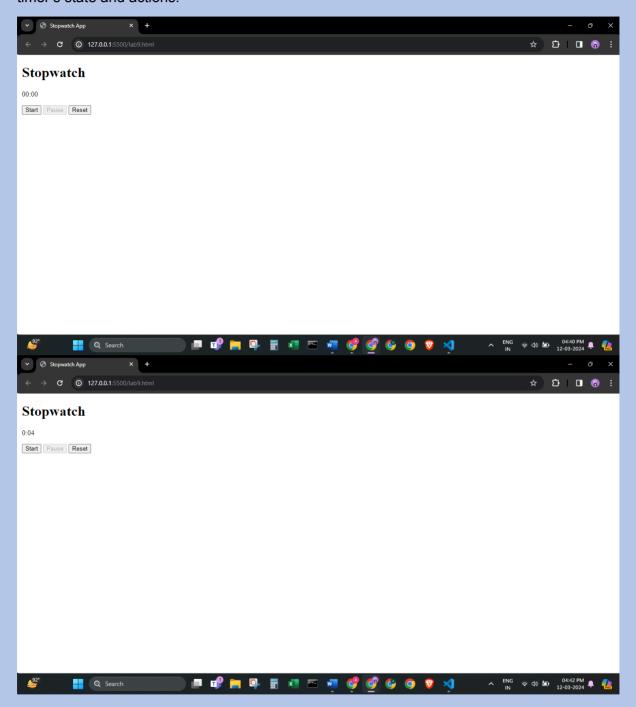
Subject: Web Technology

Lab 9

T1. Develop a currency converter application that allows users to input an amount in one currency and convert it to another. For the sake of this challenge, you can use a hard-coded exchange rate. Take advantage of React state and event handlers to manage the input and conversion calculations.



T2. Create a stopwatch application through which users can start, pause and reset the timer. Use React state, event handlers and the setTimeout or setInterval functions to manage the timer's state and actions.



```
| Pile | Edit | Selection | View | Go | Run | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ..
```

T3. Develop a messaging application that allows users to send and receive messages in real time. The application should display a list of conversations and allow the user to select a specific conversation to view its messages. The messages should be displayed in a chat interface with the most recent message at the top. Users should be able to send new messages and receive push notifications.



```
        ♦ lab9.html
        ×
        B<sup>o</sup> Extension: Vetur
        ♦ explore_draft.html
        ♦ explore.html

O
                                VEB DEVELOPMENT

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⇒ auction.html
                                                                                                                                abushtmi) () labshtmi) ()
1 <template)
25 <script)
31 export default {
46 methods: {
53 },
54 selectConvers

    ⇒ auction.html
    □ bg.jpeg
    □ bid image.jpg
    □ c.png
    □ c2.jpg

                                                                                                                                                                                           },
selectConversation(index) {
this.selectedConversationIndex = index;
                                    c3.jpg
                                                                                                                                                                                             sendMessage() {
  const messageRef = firebase.database().ref(`/conversations/${this.selectedConversation.key}/messages`);
messageRef.push(|
  sender: this.user,
  text: this.newMessage
                                    c5.jpeg
card.png

    □ draft 1 project.txt
    ○ explore_draft.html
    ○ explore.html
    ▶ HTML and CSS Funda...
                                                                                                                                                                                                     });
this.newMessage = '';
                                                                                                                                                                                 },
created() {
firebase.initializeApp(firebaseConfig);
firebase.auth().onAuthStateChanged(user -> {
this.user = user;
if (user) {
    ronst conversationsRef = firebase.databar
    ronst conversationsRef = firebase.databar
                                      ♦ lab2.html
                                      lab4.html
                                                                                                                                                                                                     const conversationsRef = firebase.database().ref('/conversations');
conversationsRef.on('value', snapshot >> {
    this.conversations = snapshot.val();
});
                                      login.docx
     | Solution | Solution
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Q Ln 11, Col 52 Spaces: 4 UTF-8 CRLF HTML ⊘ Port: 5500 Q
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