

Exp.No: 13

Miniproject- Currency Converter

Date:

AIM :

To develop a currency converter application

ABOUT SRS CURRENCY CONVERTER APK

TABLE OF CONTENTS

- Application information
- Applications Description
- How to install SRS Currency Converter APK for Android?
- How to install SRS Currency Converter APK for PC (Windows 7/8/10 or MAC)?

APPLICATION INFORMATION:

- Version: “1.0”
- Updated on: 27.11.2021
- Released on: 27.11.2021
- Download size: 4 mb
- Application requirements:
 1. Control vibration
 2. Prevent phone from sleeping
 3. Run at startup

APPLICATION FEATURES:

- Currency analysis
- Offline feature
- Provides real time exchange rates

DESCRIPTION:

- With the help of Currency converter you Don't need to worry about latest rates
- You can convert and calculate and can get currency rates at any time

HOW TO INSTALL SRS CURRENCY CONVERTER APK FOR AN ANDROID

- Download SRS Currency Converter APK file from SameAPK.com, then follow these steps:

UPDATE PHONE SETTINGS

- Go to your phone Settings page
- Tap Security or Applications (varies with device)
- Check the Unknown Sources box
- Confirm with OK

GO TO DOWNLOADS

- Open Downloads on your device by going to My Files or Files
- Tap Install when prompted, the APK file you downloaded will be installed on your device.

HOW TO INSTALL SRS CURRENCY CONVERTER APK ON WINDOWS 7/8/9/10 OR MAC PC?

- Download SRS Currency Converter APK file from SameAPK.com to your PC (ex: /Users/xxx/Downloads/), then follow these steps:

USING EMULATOR

- Download And Install one Emulator Softwares (Ex: Bluestacks, GenyMotion, NoxPlayer)

SOURCE CODE:

activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@drawable/money"
    android:gravity="center"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:orientation="horizontal"
        >

        <TextView
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="CURRENCY CONVERTER"
            android:textColor="#000B01"
            android:textSize="25sp" />

    </LinearLayout>
```

```
<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="ENTER AMOUNT"
        android:textColor="#0E0C0C"
        android:textSize="25sp" />

    <EditText
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:ems="10"
        android:id="@+id/txtamount"
    />
</LinearLayout>

<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="20sp"
        android:text="From"/>

    <Spinner
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:ems="10"
        android:id="@+id/spfrom"
    />
</LinearLayout>

<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="20sp"
        android:text="To"/>
```

```

<Spinner
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:ems="10"
    android:id="@+id/spto"
/>
</LinearLayout>

<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal">

    <Button
        android:id="@+id/btn1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:background="@color/black"
        android:text="Convert" />

```

```

</LinearLayout>

```

```

</LinearLayout>

```

MainActivity.java:

```

package com.example.converter;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.ArrayAdapter;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Spinner;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    Spinner sp1, sp2;
    EditText ed1;
    Button b1;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

```

```

setContentView(R.layout.activity_main);
ed1 = findViewById(R.id.txtamount);
sp1 = findViewById(R.id.spfrom);
sp2 = findViewById(R.id.spto);
b1 = findViewById(R.id.btn1);

String[] from = {"INR"};
ArrayAdapter ad = new ArrayAdapter<String>(this,
R.layout.support_simple_spinner_dropdown_item, from);
sp1.setAdapter(ad);

String[] to = {"Dollar", "Euro", "SL"};
ArrayAdapter ad1 = new ArrayAdapter<String>(this,
R.layout.support_simple_spinner_dropdown_item, to);
sp2.setAdapter(ad1);

b1.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        Double tot;
        Double amount = Double.parseDouble(ed1.getText().toString());
        if (sp1.getSelectedItem().toString() == "INR" && sp2.getSelectedItem().toString()
== "Dollar") {
            tot = amount * 0.013;
            Toast.makeText(getApplicationContext(), tot.toString(),
Toast.LENGTH_LONG).show();

            } else if (sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "Euro") {
                tot = amount * 0.0112;
                Toast.makeText(getApplicationContext(), tot.toString(),
Toast.LENGTH_LONG).show();

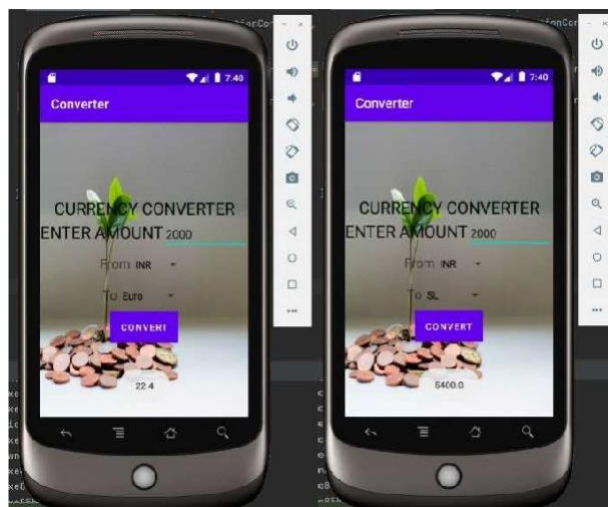
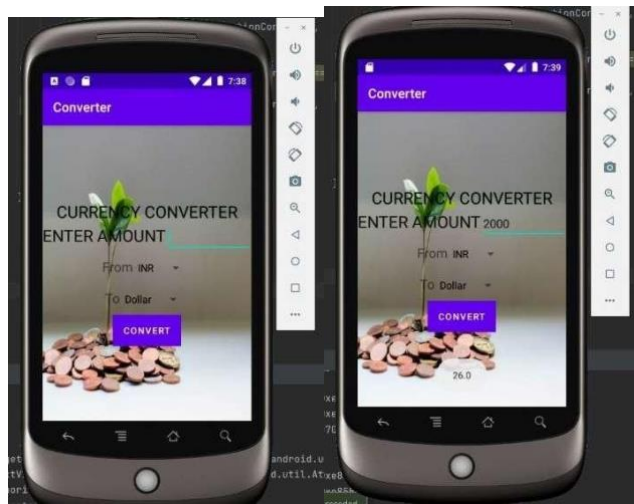
            }
            else if (sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "SL") {
                tot = amount * 2.70;
                Toast.makeText(getApplicationContext(), tot.toString(),
Toast.LENGTH_LONG).show();

            }

        }
    }
});
}

```

OUTPUT:



RESULT :

Thus the application for currency converter has been developed and implemented successfully.