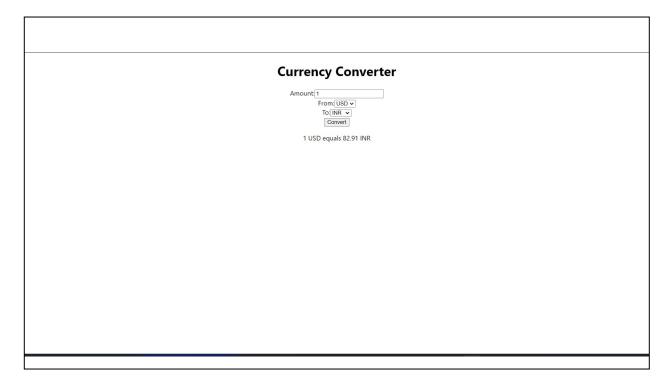
Himanshu Kumar

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.

```
import React, { useState } from 'react';
import './App.css';
function App() {
 const [amount, setAmount] = useState('');
 const [fromCurrency, setFromCurrency] = useState('USD');
 const [toCurrency, setToCurrency] = useState('INR');
 const [convertedAmount, setConvertedAmount] = useState(null);
 const handleAmountChange = (event) => {
   setAmount(event.target.value);
 };
 const handleFromCurrencyChange = (event) => {
   setFromCurrency(event.target.value);
 };
 const handleToCurrencyChange = (event) =>
   { setToCurrency(event.target.value);
 };
 const handleConvert = () => {
   let exchangeRate;
  if (fromCurrency === 'USD' && toCurrency === 'INR') {
```

```
exchangeRate = 82.91;
   } else if (fromCurrency === 'INR' && toCurrency === 'USD') {
     exchangeRate = 1 / 82.91;
    } else {
     exchangeRate = 1;
   const converted = parseFloat(amount) * exchangeRate;
   setConvertedAmount(converted.toFixed(2));
 };
   <div className="App">
     <h1>Currency Converter</h1>
         Amount:
         <input type="number" value={amount}</pre>
onChange={handleAmountChange} />
     </div>
     <div>
         From:
          <select value={fromCurrency}</pre>
onChange={handleFromCurrencyChange}>
           <option value="USD">USD
           <option value="INR">INR</option>
         </select>
     </div>
     <div>
         To:
         <select value={toCurrency} onChange={handleToCurrencyChange}>
           <option value="USD">USD</option>
           <option value="INR">INR</option>
     </div>
     <button onClick={handleConvert}>Convert</button>
```

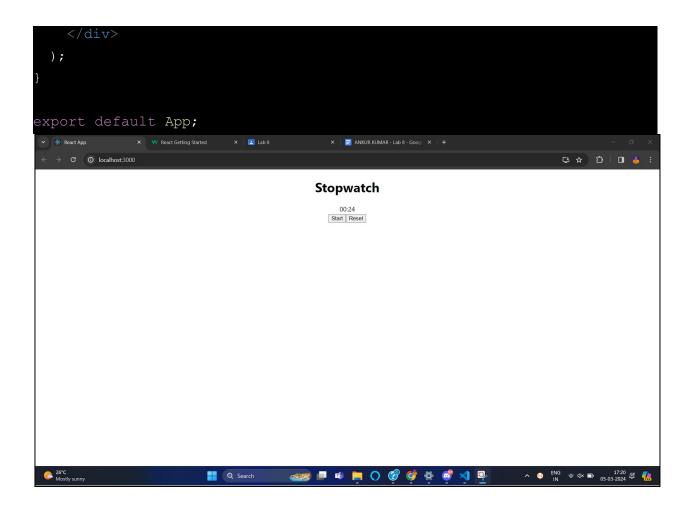


T2. Create a stopwatch application through which users can start, pause and reset the timer. Use React state, event handlers and the setTimeout or setInterval functions to manage the timer's state and actions.

```
// App.js
import React, { useState, useRef } from 'react';
import './App.css';

function App() {
  const [time, setTime] = useState(0);
  const [isRunning, setIsRunning] =
    useState(false); const intervalRef =
    useRef(null);
```

```
const handleStart = () => {
  setIsRunning(true);
  intervalRef.current = setInterval(() => {
    setTime((prevTime) => prevTime + 1);
  }, 1000);
};
const handlePause = () => {
  clearInterval(intervalRef.current);
 setIsRunning(false);
};
const handleReset = () => {
  clearInterval(intervalRef.current);
 setTime(0);
 setIsRunning(false);
};
const formatTime = (timeInSeconds) => {
  const minutes = Math.floor(timeInSeconds / 60);
 const seconds = timeInSeconds % 60;
   String(minutes).padStart(2, '0') + ':' +
   String(seconds).padStart(2, '0')
  );
};
 <div className="App">
   <h1>Stopwatch</h1>
   <div className="timer">{formatTime(time)}</div>
   <div className="controls">
     {!isRunning ? (
       <button onClick={handleStart}>Start
       <button onClick={handlePause}>Pause</button>
      ) }
      <button onClick={handleReset}>Reset
```



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.

```
import React, { useState, useEffect } from 'react';
import './App.css';

function App() {
  const [conversations, setConversations] = useState([]);
  const [selectedConversation, setSelectedConversation] =
  useState(null); const [newMessage, setNewMessage] = useState('');
  const [messages, setMessages] = useState([]);

  useEffect(() => {
    fetchConversations();
  }, []);
```

```
useEffect(() => {
   if (selectedConversation) {
     fetchMessages(selectedConversation.id);
 }, [selectedConversation]);
 const fetchConversations = () => {
   const mockConversations = [
    { id: 1, name: 'Friend 1' },
     { id: 2, name: 'Friend 2' },
  1;
  setConversations (mockConversations);
 };
const fetchMessages = (conversationId) => {
   const mockMessages = [
     { id: 1, text: 'Hello!', sender: 'Friend 1', timestamp: new Date()
     { id: 2, text: 'Hi there!', sender: 'You', timestamp: new Date() },
   ];
   setMessages(mockMessages);
 };
const handleConversationClick = (conversation) => {
   setSelectedConversation(conversation);
 };
const handleMessageSend = () => {
   const message = { id: messages.length + 1, text: newMessage, sender:
You', timestamp: new Date() };
   setMessages([message, ...messages]);
  setNewMessage('');
};
return (
  <div className="App">
    <div className="sidebar">
       <h2>Conversations</h2>
```

```
{conversations.map((conversation)
          handleConversationClick(conversation)}>
            {conversation.name}
        ) ) }
       <div className="chat">
       <h2>Chat</h2>
       {selectedConversation && (
        <div>
          <h3>{selectedConversation.name}</h3>
          <div className="messages">
            {messages.map((message) => (
              <div key={message.id} className={message.sender === 'You'</pre>
? 'sent' : 'received'}>
                {p>{message.text}
               <span>{message.sender} -
{message.timestamp.toLocaleString()}</span>
            ) ) }
          </div>
          <div className="message-input">
            <input type="text" value={newMessage} onChange={(e) =>
<button onClick={handleMessageSend}>Send</button>
          </div>
        </div>
     </div>
 );
export default App;
```

