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/*
Name: Larry Nguyen
Lab #2
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Description: This program will create an interactive foreign currency exchange rates.
*/

int main()
{
    //United States Dollar conversion rates
    const float DollarToEuro = 0.90;
    const float DollarToYen = 109.94;
    const float DollarToPound = 0.77;
    const float DollarToAUD = 1.45;
    const float DollarToCAD = 1.31;
    //Euro conversion rates
    const float EuroToDollar = 1/DollarToEuro;
    const float EuroToYen = 122.40;
    const float EuroToPound = 0.85;
    const float EuroToAUD = 1.61;
    const float EuroToCAD = 1.45;
    //Japanese Yen conversion rates
    const float YenToDollar = 1/DollarToYen;
    const float YenToEuro = 1/EuroToYen;
    const float YenToPound = 0.0070;
    const float YenToAUD = 0.013;
    const float YenToCAD = 0.012;
    //Pound Sterling conversion rates
    const float PoundToDollar = 1/DollarToPound;
    const float PoundToEuro = 1/EuroToPound;
    const float PoundToYen = 1/YenToPound;
    const float PoundToAUD = 1.89;
    const float PoundToCAD = 1.70;
    //Australian Dollar conversion rates
    const float AUDToDollar = 1/DollarToAUD;
    const float AUDToEuro = 1/EuroToAUD;
    const float AUDToYen = 1/YenToAUD;
    const float AUDToPound = 1/PoundToAUD;
    const float AUDToCAD = 0.90;
    //Canadian Dollar conversion rates
    const float CADToDollar = 1/DollarToCAD;
    const float CADToEuro = 1/EuroToCAD;
    const float CADToYen = 1/YenToCAD;
    const float CADToPound = 1/PoundToCAD;
    const float CADToAUD = 1/AUDToCAD;

    //Defining variables to store weight units
    float currency = 0.0;

    //Ask user to input currency amount
    printf("Please enter currency amount: ");
    //Get currency amount from user
    scanf("%f",&currency);

    //Print results on screen
    printf("\n\n\t USD \t Euro \t Yen \t Pound(s) AUD \t CAD ") ;
    printf("\n\n USD \t %5.2f \t %5.2f \t %5.2f \t %5.2f \t %5.2f \t %5.2f",currency, currency*DollarToEuro, currency*DollarToYen, currency*
DollarToPound, currency*DollarToAUD, currency*DollarToCAD );
    printf("\n\n Euro \t %5.2f \t %5.2f \t %5.2f %5.2f \t %5.2f \t %5.2f",currency*EuroToDollar, currency, currency*EuroToYen, currency*
EuroToPound, currency*EuroToAUD, currency*EuroToCAD );
    printf("\n\n Yen \t %5.3f \t %5.3f \t %5.3f %5.3f \t %5.3f \t %5.3f",currency*YenToDollar, currency*YenToEuro, currency, currency*
YenToPound, currency*YenToAUD, currency*YenToCAD );
    printf("\n\n Pound(s)%5.2f \t %5.2f \t %5.2f %5.2f \t %5.2f \t %5.2f",currency*PoundToDollar, currency*PoundToEuro, currency*
PoundToYen, currency, currency*PoundToAUD, currency*PoundToCAD );
    printf("\n\n AUD \t %5.2f \t %5.2f \t %5.2f %5.2f \t %5.2f \t %5.2f",currency*AUDToDollar, currency*AUDToEuro, currency*AUDToYen,
currency*AUDToPound, currency, currency*AUDToCAD );
    printf("\n\n CAD \t %5.2f \t %5.2f \t %5.2f %5.2f \t %5.2f \t %5.2f",currency*CADToDollar, currency*CADToEuro, currency*CADToYen,
currency*CADToPound, currency*CADToAUD, currency );
    return 0;
}

```