***CREATING A REACT APPLICATION EVENT EXAMPLE APP***

**App.js:**

import React, { useState } from 'react';

import CurrencyConverter from './CurrencyConverter';

function App() {

const [count, setCount] = useState(0);

const increment = () => {

setCount(prev => prev + 1);

sayHello();

};

const decrement = () => {

setCount(prev => prev - 1);

};

const sayHello = () => {

console.log("Hello!");

};

const sayWelcome = (msg) => {

alert(`Welcome ${msg}`);

};

const handleClick = () => {

alert('I was clicked');

};

return (

<div style={{ textAlign: 'center', marginTop: '50px' }}>

<h2>Counter: {count}</h2>

<button onClick={increment}>Increase</button>

<button onClick={decrement}>Decrease</button>

<br /><br />

<button onClick={() => sayWelcome('Guest')}>Say Welcome</button>

<br /><br />

<button onClick={handleClick}>OnPress</button>

<br /><br />

<CurrencyConverter />

</div>

);

}

export default App;

**CuurencyConverter.js:**

import React, { useState } from 'react';

function CurrencyConverter() {

const [amount, setAmount] = useState('');

const [currency, setCurrency] = useState('');

const handleSubmit = (e) => {

e.preventDefault();

if (currency === 'euro') {

const converted = (amount \* 0.011).toFixed(2);

alert(`₹${amount} converted to €${converted}`);

} else if (currency === 'rupee') {

const converted = (amount \* 91.34).toFixed(2);

alert(`€${amount} converted to ₹${converted}`);

} else {

alert("Invalid currency. Please enter 'euro' or 'rupee'");

}

};

return (

<div style={{ textAlign: 'center', marginTop: '30px' }}>

<h2>Currency Convertor!!!</h2>

<form onSubmit={handleSubmit}>

<input

type="number"

placeholder="Amount"

value={amount}

onChange={(e) => setAmount(e.target.value)}

required

/>

<input

type="text"

placeholder="Currency (euro/rupee)"

value={currency}

onChange={(e) => setCurrency(e.target.value.toLowerCase())}

required

/>

<button type="submit">Convert</button>

</form>

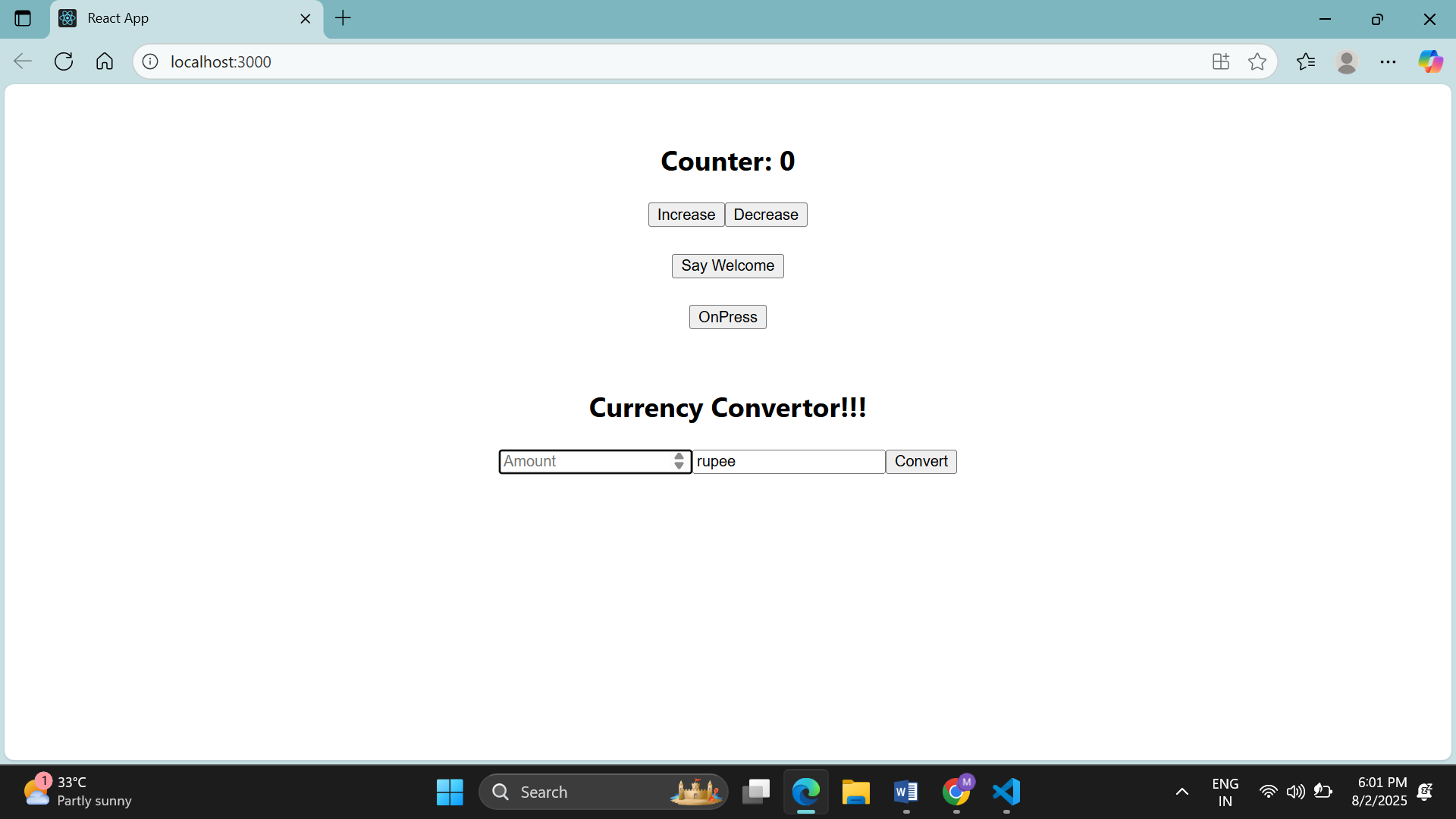
</div>

);

}

export default CurrencyConverter;

**OUPUT:**

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