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// Java program to convert from
// rupee to the dollar and vice-versa
// using Java Swing

import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
public class GFG {

    // Function to convert from rupee
    // to the dollar and vice-versa
    // using Java Swing
    public static void converter()
    {

        // Creating a new frame using JFrame
        JFrame f = new JFrame("CONVERTER");

        // Creating two labels
        JLabel l1, l2;

        // Creating two text fields.
        // One for rupee and one for
        // the dollar
        JTextField t1, t2;

        // Creating three buttons
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JButton b1, b2, b3;

// Naming the labels and setting
// the bounds for the labels
l1 = new JLabel("Rupees:");
l1.setBounds(20, 40, 60, 30);
l2 = new JLabel("Dollars:");
l2.setBounds(170, 40, 60, 30);

// Initializing the text fields with
// 0 by default and setting the
// bounds for the text fields
t1 = new JTextField("0");
t1.setBounds(80, 40, 50, 30);
t2 = new JTextField("0");
t2.setBounds(240, 40, 50, 30);

// Creating a button for INR,
// one button for the dollar
// and one button to close
// and setting the bounds
b1 = new JButton("INR");
b1.setBounds(50, 80, 60, 15);
b2 = new JButton("Dollar");
b2.setBounds(190, 80, 60, 15);
b3 = new JButton("close");
b3.setBounds(150, 150, 60, 30);
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// Adding action listener
b1.addActionListener(new ActionListener() {
	public void actionPerformed(ActionEvent e)
	{
		// Converting to double
		double d
			= Double.parseDouble(t1.getText());

		// Converting rupees to dollars
		double d1 = (d / 65.25);

		// Getting the string value of the
		// calculated value
		String str1 = String.valueOf(d1);

		// Placing it in the text box
		t2.setText(str1);
	}
});

// Adding action listener
b2.addActionListener(new ActionListener() {
	public void actionPerformed(ActionEvent e)
	{
		// Converting to double
		double d2
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                    = Double.parseDouble(t2.getText());

                // converting Dollars to rupees
                double d3 = (d2 * 65.25);

                // Getting the string value of the
                // calculated value
                String str2 = String.valueOf(d3);

                // Placing it in the text box
                t1.setText(str2);
            }
});

// Action listener to close the form
b3.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e)
            {
                f.dispose();
            }
});

// Default method for closing the frame
f.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e)
            {
                System.exit(0);
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                }
        });

        // Adding the created objects
        // to the form
        f.add(l1);
        f.add(t1);
        f.add(l2);
        f.add(t2);
        f.add(b1);
        f.add(b2);
        f.add(b3);

        f.setLayout(null);
        f.setSize(400, 300);
        f.setVisible(true);
    }

    // Driver code
    public static void main(String args[])
    {
        converter();
    }
}
```