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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))
  }

  return (
    <div className="App">
```

```

</h1>
<div>
  <label>

    <input type="number" value={amount}
onChange={handleAmountChange} />
  </label>
</div>
<div>
  <label>

    <select value={fromCurrency}
onChange={handleFromCurrencyChange}>
      <option value="USD">    </option>
      <option value="INR">    </option>

    </select>
  </label>
</div>
<div>
  <label>

    <select value={toCurrency} onChange={handleToCurrencyChange}>
      <option value="USD">    </option>
      <option value="INR">    </option>

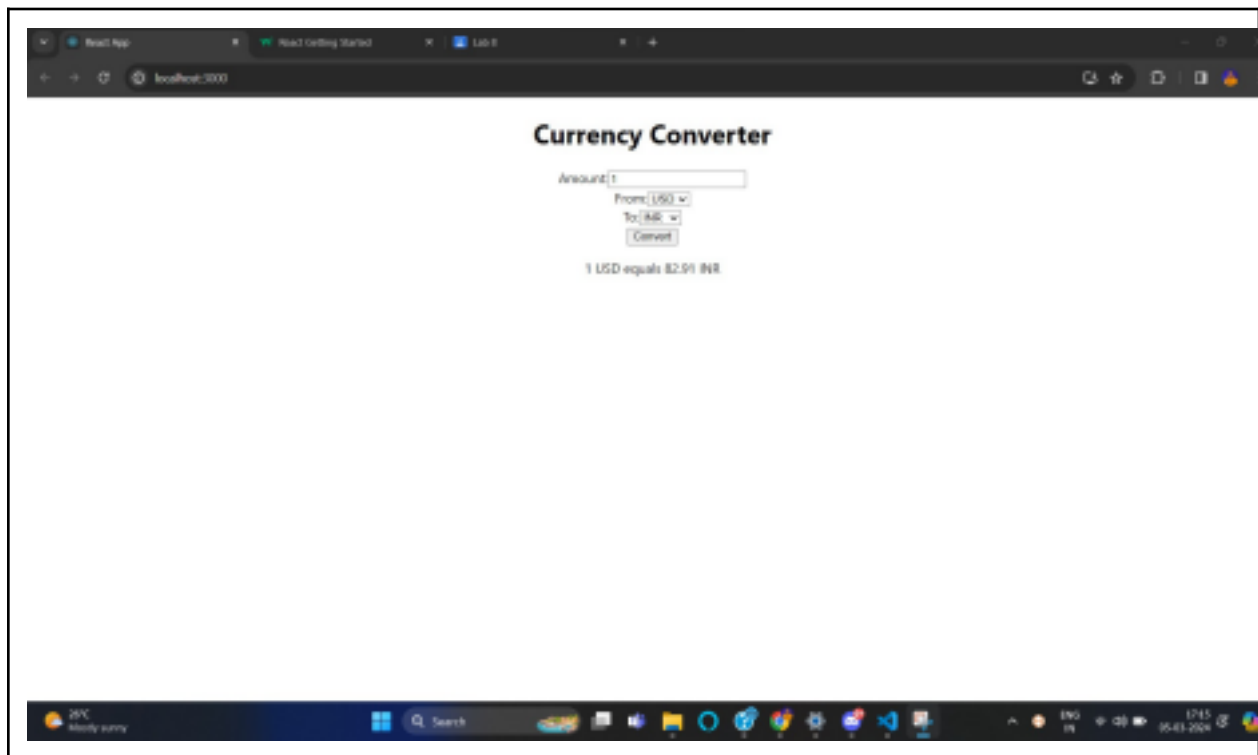
    </select>
  </label>
</div>
<button onClick={handleConvert}>    </button>
{convertedAmount} &&
  <p>{amount} {fromCurrency}    {convertedAmount} {toCurrency}</p>
}
</div>

```

```

export default App

```



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 + 1)
    }, 1000)
  }

  const handlePause = () => {
    clearInterval(intervalRef.current)
    setIsRunning(false)
  }

  const handleReset = () => {
    clearInterval(intervalRef.current)
    setTime(0)
    setIsRunning(false)
  }
}
```

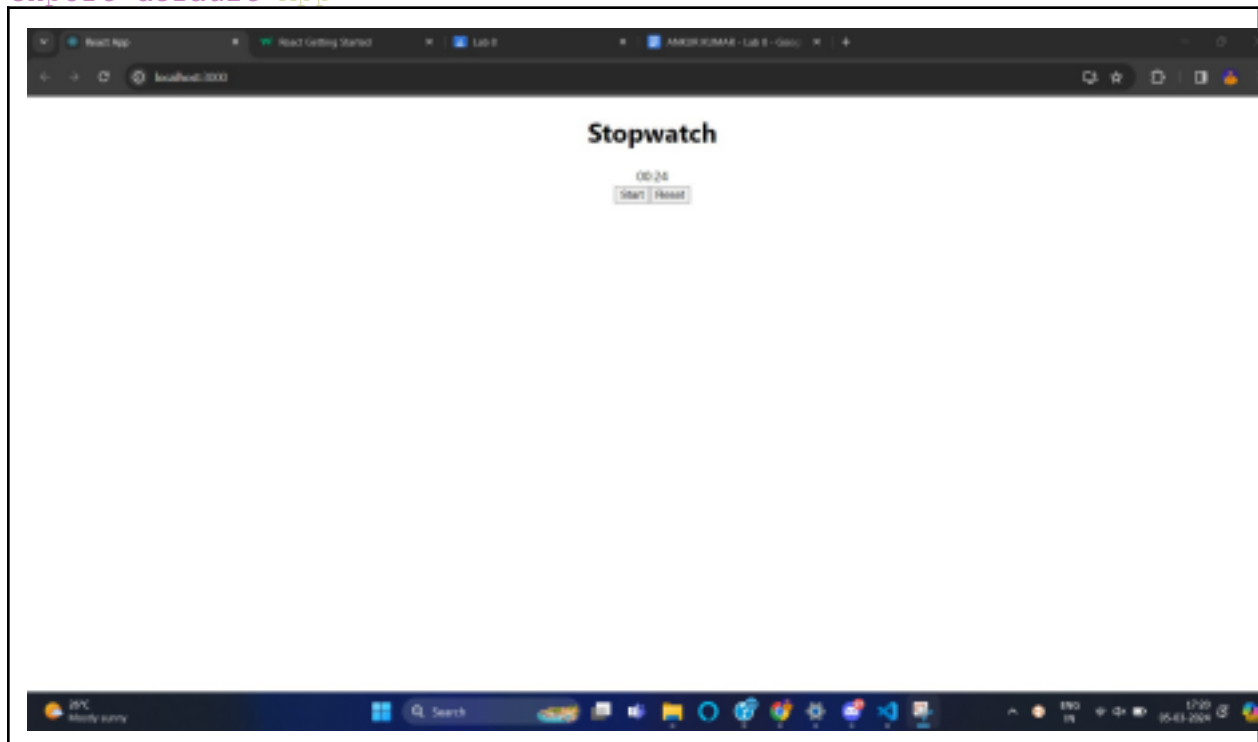
```

const formatTime = timeInSeconds => const minutes =
  Math.floor(timeInSeconds / 60) const seconds = timeInSeconds %
  60 return
  String(minutes).padStart(2, '0') + ':' +
  String(seconds).padStart(2, '0')

return
<div className="App">
  <h1> </h1>
  <div className="timer">{formatTime(time)}</div> <div
  className="controls">
    {!isRunning ?
      <button onClick={handleStart}> </button> :
      <button onClick={handlePause}> </button> }
    <button onClick={handleReset}> </button> </div>
  </div>

```

```
export default App
```



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' }
    ]
    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([...messages, message])
  }
}
```

```

    setNewMessage ''

return
<div className="App">
  <div className="sidebar">
    <h2>                </h2>
    <ul>
      {conversations map conversation =>
        <li key={conversation id} onClick={    =>
handleConversationClick conversation }>
          {conversation name}
        </li>
      }
    </ul>
  </div>
  <div className="chat">
    <h2>    </h2>
    {selectedConversation &&
      <div>
        <h3>{selectedConversation name}</h3>
        <div className="messages">
          {messages map message =>
            <div key={message id} className={message sender === 'You'
? 'sent' : 'received'}>
              <p>{message text}</p>
              <span>{message sender}
{message timestamp toLocaleString }</span> </div>
            }
          </div>
          <div className="message-input">
            <input type="text" value={newMessage} onChange={ e =>
setNewMessage e.target.value } />
            <button onClick={handleMessageSend}>    </button> </div>
          </div>
        }
      </div>
    </div>
  </div>

```

```
export default App
```

