

Assignment 4

Create a GUI based application which converts Canadian dollar to other currencies as given in Fig 1.

The Canadian dollar should be converted to another currency and displayed in the screen (value along with currency symbol).



Fig: 1



Fig: 2



Fig: 3

Description:

- Converted currency would be displayed in the screen when radio button is selected and then "Convert" button is clicked. After clicking "Convert" button, user should be able to see the conversion rate as well as shown in Fig 2.

- Your Code should also check for valid input in the TextField. If the input for Canadian currency is not valid, then it should display “Error” message as shown in Fig 3.
- You can either design the UI just as given in Fig: 1, 2, and 3 or you can design your own UI. But your design should use nested layout and have all the information as given in Fig 1, 2, and 3, including image of Canadian flag and perform as specified.
- Below is the currency conversion table along with unicode for currency symbol. Currency conversion rate might not be up to date. You can use the current conversion rate if you want. Your UI should display the rate you are using.

Currency	Conversion for 1\$ Cdn	Unicode Value
US Dollars	0.80	just use \$
UK Pounds Sterling	0.52	00A3
Euros	0.70	20AC
Rupees	49.77	20B9
Yuan	5.01	00A5
Mexican Pesos	12.01	just use \$

Submission

You must submit :

1. The **NetBeans project** that contains your assignment, in a ZIP/RAR file.
2. A text (.txt) document containing all of your source code (code for FXML, Controller class and Main class)
3. The name of the Zip file should be YourLoginName_Assignment4.ZIP

Evaluation

Your submission will be evaluated based on the following criteria:

Efficient Code: Program uses variables where and only when necessary; program doesn't define variables that are never used, nor does it use too many variables for unnecessary tasks.

Functionality: The GUI includes all the components that were required and appears professional, neat, and intuitive. The components do not shift or resize unattractively when the user resizes or maximizes the screen. Each component as specified above.

Programming Style: proper indentation and spacing, use of comments/documentation; all identifiers are descriptive and valid; variables are defined with appropriate types and converted when required. Component variable names use the proper prefixes (i.e. cmd, txt, lbl)

Other: all instructions regarding submissions and program specifications have been followed; submission was completed and submitted as requested in a timely fashion; techniques discussed in class have been used.