

Practical No.5

Aim: Currency Converter

Source Code:

Activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <EditText
        android:id="@+id/usd"
        android:layout_width="match_parent"
        android:layout_height="70sp"
        android:layout_centerHorizontal="true"
        android:hint="@string/dollar"
        android:textAlignment="center"/>

    <EditText
        android:id="@+id/bdt"
        android:layout_width="match_parent"
        android:layout_height="70sp"
        android:layout_below="@+id/submit"
        android:layout_centerHorizontal="true"
        android:hint="@string/rupees"
        android:textAlignment="center"/>

    <Button
        android:id="@+id/submit"
        android:layout_width="match_parent"
        android:layout_height="60sp"
        android:layout_below="@id/usd"
        android:layout_alignParentStart="true"
        android:layout_alignParentLeft="true"
        android:onClick="click"
        android:text="@string/dollar_to_rupees"/>

    <Button
        android:id="@+id/submit2"
        android:layout_width="match_parent"
        android:layout_height="60sp"
        android:layout_below="@id/bdt"
        android:layout_alignParentStart="true"
        android:layout_alignParentLeft="true"
        android:onClick="click2"
        android:text="@string/rupees_to_dollar" />

    <Button
        android:id="@+id/reset"
        android:layout_width="match_parent"
```

```
    android:layout_height="60sp"
    android:layout_below="@id/submit2"
    android:layout_alignParentStart="true"
    android:layout_alignParentLeft="true"
    android:onClick="reset"
    android:text="@string/reset"/>
```

```
</RelativeLayout>
```

MainActivity.java

```
package com.example.practical_no_5;

import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.text.InputType;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;

public class MainActivity extends AppCompatActivity {

    float a;
    EditText usd,bdt;
    Button b1,b2;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        usd=findViewById(R.id.usd);
        bdt=findViewById(R.id.bdt);
        usd.setInputType(InputType.TYPE_CLASS_NUMBER);
        bdt.setInputType(InputType.TYPE_CLASS_NUMBER);
    }

    void convertUsdToBdt()
    {
        double a=Integer.parseInt(usd.getText().toString());
        double result=a*73;
        bdt.setText(String.valueOf(result));
    }

    void convertBdtToUsd()
    {
        double a=Integer.parseInt(bdt.getText().toString());
        double result=a/73;
        usd.setText(String.valueOf(result));
    }

    public void reset(View view)
    {
        usd.setText("");
    }
}
```

```

        bdt.setText("");
    }

    public void click(View view)
    {
        convertUsdToBdt();
    }
    public void click2(View view)
    {
        convertBdtToUsd();
    }
}

```

Strings.xml

```

<resources>
    <string name="app_name">Practical_No_5</string>
    <string name="dollar">Dollar</string>
    <string name="rupees">Rupees</string>
    <string name="dollar_to_rupees">Dollar to Rupees</string>
    <string name="rupees_to_dollar">Rupees to Dollar</string>
    <string name="reset">RESET</string>
</resources>

```

Output:

