REPORT FOR CURRENCY CONVERTER

As a project work for Course

PYTHON PROGRAMMING

(INT213)

Submitted By:

Sr. No.	Registration No	Name of Students	Section	Roll No	Date of submission
1.	12012441	VIVEK MAURYA	K20PD	RK20PDB72	30/11/2021
2.	12012912	VICKY KUMAR MISHRA	K20PD	RK20PDB73	30/11/2021

Submitted To:

Dipen Saini

Assistant Professor (23681) Lovely Professional University Jalandhar, Punjab, India.



Transforming Education Transforming India

CURRENCY CONVERTER

ABSTRACT:-

There are around 200+ different currencies used in different countries around the world. Conversion from one currency to another is a very important endeavor especially when it comes to marketing and travel. Currency conversion system is implemented to reduce human power to automatically recognize the amount monetary value of currency and convert it into the other currencies without human supervision. The software interface that we are proposing here could be used for various currencies

Such application can be used by any user, but it is mainly useful for business, shares, and finance related areas where money transfer and currency exchange takes place on a daily basis.

ACKNOWLEDGEMENT

We have taken a lot of effort into this project. However, completing this project would not have been possible without the support and guidance of a lot of individuals. We would like to extend our sincere thanks to all of them.

I would like to express my deepest gratitude to my Teacher Mr. Dipen Saini for contributing their valuable time and efforts in helping me out with this project. We would like to thank him for providing the necessary information and resources for this project.

We would like to express our gratitude towards our parents & our friends for their kind co-operation and encouragement which help us a lot in completing this project.

Our thanks and appreciations also go to our colleague in developing the project. Thank you to all the people who have willingly helped us out with their abilities.

TABLE OF CONTENT

1. ABSTRACT	2
2. ACKNOWLEDGEMENT	3
3. INTRODUCTION	5
4. TEAM MEMBERS WITH ROLES 4.1 MEMBERS 4.2 CONTRIBUTIONS	6
5. COMPONENTS OF PROJECT 5.1 LIBRARIES USED 5.2 WIDGETS USED	7
6. FLOW DIAGRAM OF CURRENCY CONVERTER	12
7. REFERENCES	13

INTRODUCTION

Different countries use different currency, and there is daily variation in these currencies relative to one another. Those who transfer money from one country to another (one currency to another) must be updated with the latest currency exchange rates in the market.

Currency converter mini project is built keeping this thing in mind. It is simply a calculator-like app developed using Python with GUI. In this application, there currency of every country by which it displays present currency market value and conversion rate.

Such application can be used by any user, but it is mainly useful for business, shares, and finance related areas where money transfer and currency exchange takes place on a daily basis.

In this currency converter app, users are provided with an option to select the type of conversion, i.e. from "this" currency to "that" currency. This simple feature allows users to enter amount to be converted (say currency in Dollars), and display the converted amount (say currency in Euro).

TEAM MEMBERS

Vivek Maurya

Contributions:-

- Coding (Joinet work)
- Data File Handling
- Resolve bugs and errors
- Documentation in report

Vicky Kumar Mishra

Contributions:-

- GUI
- Coding (Joinet work)
- Collection of ideas
- Data collection for report

COMPONENTS OF PROJECT

Libraries used in project:

• Tkinter :-

In Python, Tkinter is a standard GUI (graphical user interface) package. Tkinter is Python's default GUI module and also the most common way that is used for GUI programming in Python. Note that Tkinter is a set of wrappers that implement the Tk widgets as Python classes.

In Python, Tkinter is a standard GUI (graphical user interface) package. Tkinter is Python's default GUI module and also the most common way that is used for GUI programming in Python. Note that Tkinter is a set of wrappers that implement the Tk widgets as Python classes.

Tkinter in Python helps in creating GUI Applications with a minimum hassle. Among various GUI Frameworks, Tkinter is the only framework that is built-in into Python's Standard Library.

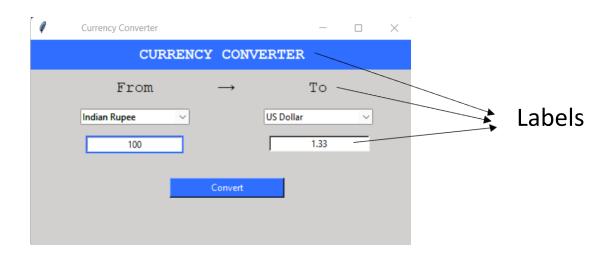
An important feature in favor of Tkinter is that it is crossplatform, so the same code can easily work on Windows, macOS, and Linux.

- Tkinter is a lightweight module.
- It is simple to use.

Widgets used:

• Label:

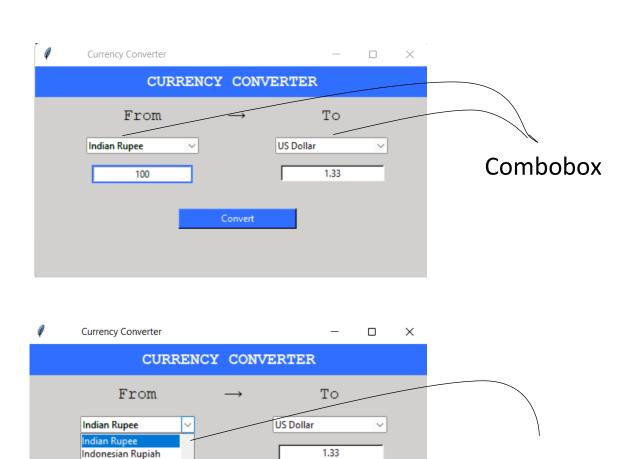
A Label is a Tkinter Widget class, which is used to display text or an image. The label is a widget that the user just views but not interact with. The text displayed by this widget can be updated at any time you want.



*Source code:

Combobox:

Tkinter Combobox is the drop-down list for the user to choose from. It is a combination of Entry and drop-down widgets as you can see. When you click the arrow on the left side, you will see a drop-down menu showing all the choices, and if you click on one, it will replace the current Entry contents.



Iranian Rial

Israeli Shekel Japanese Yen Kazakhstani Tenge Kuwaiti Dinar Libyan Dinar Malaysian Ringgit Mauritian Rupee Combobox open

*Source code:

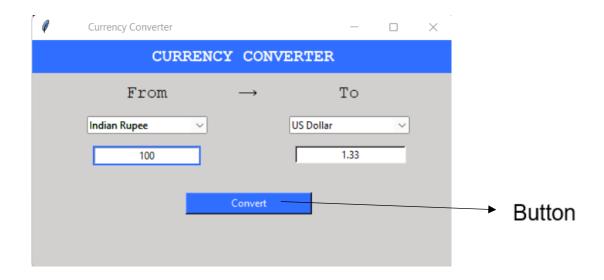
```
#FROM
clicked=StringVar()
clicked.set("Indian Rupee")
drop=ttk.Combobox(root,textvariable=clicked, values=k).place(x=65, y=90)

#TO

toclicked=StringVar()
toclicked.set("US Dollar")
todrop=ttk.Combobox(root,textvariable=toclicked, values=k).place(x=305, y=90)
```

Button:

The Button widget is used to add buttons in a Python application. These buttons can display text or images that convey the purpose of the buttons. You can attach a function or a method to a button which is called automatically when you click the button.



#convert button

```
bt=Button(root, text="Convert", bg="#306EFF", fg="white", width="20", height='1', command=convert).place(x=182, y=180)
```

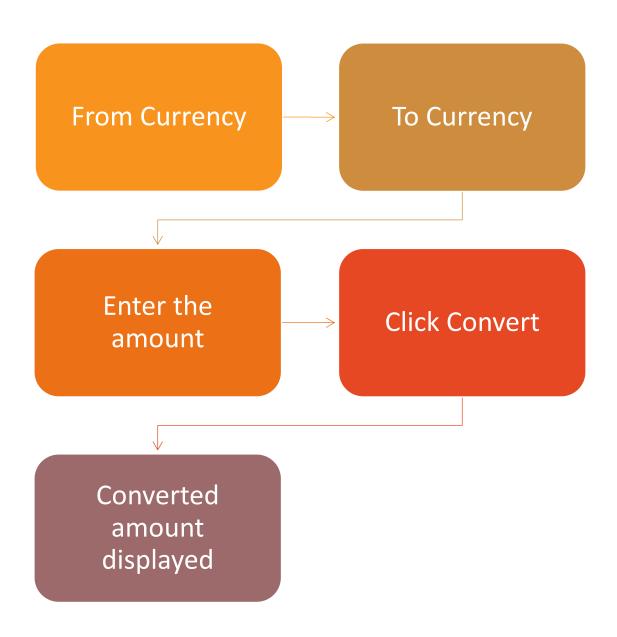
Data File Handeling:

File opened in read mode:

A text file named "CurrencyData.txt" is read in the program, which contains the name and the value of the currency equivalent to 1.00 INR. That data is used in the program and saved as a dictonary and used effeciently for the better output.

```
file=open('CurrencyData.txt','r')
f=file.readlines()
                                 #list containing tuple
options= {}
k,v=list(),list()
for line in f:
         parsed = line.split("\t")
         p=parsed[1].split("\n")
         options[parsed[0]] = p[0]
         k.append(parsed[0])
         v.append(p[0])-
                                                 List containing various
                            List containing currency
                                                 currencies names
                            value equal to 1 INR
                                                 available
```

FLOW DIAGRAM OF CURRENCY CONVERTER



REFERENCES

References used for resolving bugs and errors, and for enhancing the project.

- https://www.tutorialspoint.com/index.htm
- https://practice.geeksforgeeks.org/
- https://stackoverflow.com
- https://www.w3schools.com