INDRAPRASTHA COLLEGE FOR WOMEN

UNIVERSITY OF DELHI

97 YEARS

AP ASSIGNMENT

TITLE OF THE APP : - CGST APP

Submitted to: -

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PURPOSE OF THE APPLICATION

C-Currency Converter

G-GST Calculator

S-Stop Watch

T-Temperature Converter

CGST is a multi-purpose application equipped with various features like Conversion of money or local E-Currency, GST calculator for easy and quick tax calculation, Stop Watch and Temperature converter. The general-purpose of our combined CGST app is to provide quick and easy way for the user to use.

(I) Currency Convertor

The purpose of this component in the CGST app is to do correct estimation of the value efficiently. It is designed to convert one currency into another in order to check its corresponding value. In order to convert one currency into another, a user enters an amount of money (e.g. '1000') and chooses the currency he/she wishes to check the monetary value of (e.g. 'United States Dollar'). After that, the user selects one, or sometimes several other currencies, he/she would like to see the result in. The application software then calculates and displays the corresponding amount of money.

(II) GST Calculator

The purpose of this component in the CGST app is to calculate indirect tax imposed in India which is levied on the supply of goods and services. GST calculator is a ready-to-use calculator to compute the GST payable for a month or quarter. This calculator can be used by different types of users, such as buyers, manufacturers, and wholesalers.

GST calculators is an easy to use too which can

1. determine the gross or net product price on percentage-based GST rates

2. saves time and reduces the chances of human error while computing the total cost of goods and services.

(III) Stop Watch

The purpose of this component in the CGST app is to measure the amount of time that elapses between its activation and deactivation.

(IV) Temperature Converter

The purpose of this component in the CGST app is to convert the temperature from Fahrenheit to Celsius, Celsius to Kelvin, Fahrenheit to Kelvin and vice versa.

CGST is an easy to use tool, with

- Reliability
- Efficient & Effective
- Time saving device
- Robustness

COMPONENTS OF THE APP

1. Basic Components

1.1 Activity: -

The Activity class is a crucial component of an Android app, and the way activities are launched and put together is a fundamental part of the platform's application model. Unlike programming paradigms in which apps are launched with a main() method, the Android system initiates code in an Activity instance by invoking specific callback methods that correspond to specific stages of its lifecycle.

The Activity class is designed to facilitate this paradigm. When one app invokes another, the calling app invokes an activity in the other app, rather than the app as an atomic whole. In this way, the activity serves as the entry point for an app's interaction with the user. You implement an activity as a subclass of the Activity class.

Most apps contain multiple screens, which means they comprise multiple activities. Typically, one activity in an app is specified as the main activity, which is the first screen to appear when the user launches the app. Each activity can then start another activity in order to perform different actions. For example, the main activity in a simple e-mail app may provide the screen that shows an e-mail inbox.

From there, the main activity might launch other activities that provide screens for tasks like writing e-mails and opening individual e-mails.

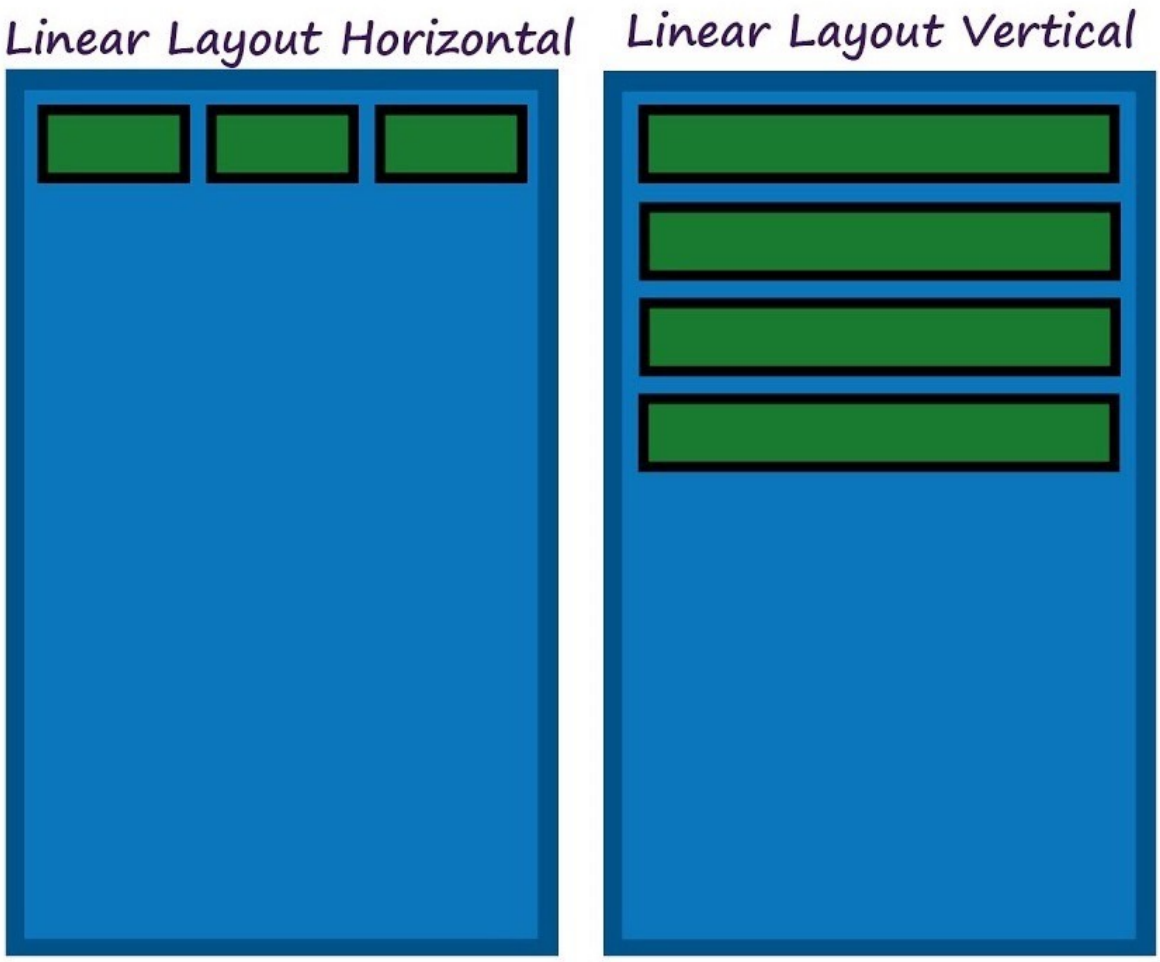
Although activities work together to form a cohesive user experience in an app, each activity is only loosely bound to the other activities; there are usually minimal dependencies among the activities in an app. In fact, activities often start up activities belonging to other apps. For example, a browser app might launch the Share activity of a social-m

For example, a browser app might launch the Share activity of a social-media app.

2. Additional Component

2.1 Linear Layout: -

The Linear Layout is the most basic layout, and it arranges its elements sequentially, either horizontally or vertically. To arrange controls within a linear layout, the following attributes are used: android:orientation—Used for arranging the controls in the container in horizontal or vertical order.



2.2 Views

2.2.1 Button: -

A push-button that can be pressed, or clicked, by the user to perform an action. A button consists of text or an icon (or both text and an icon) that communicates what action occurs when the user touches it. Depending on whether you want a button with text, an icon, or both, you can create the button in your layout in three ways:

1. With text, using the Button class
2. With an icon, using the ImageButton class
3. With text and an icon, using the Button class with the android:drawableLeft attribute.

Key classes are the following:

1. Button
2. ImageButton

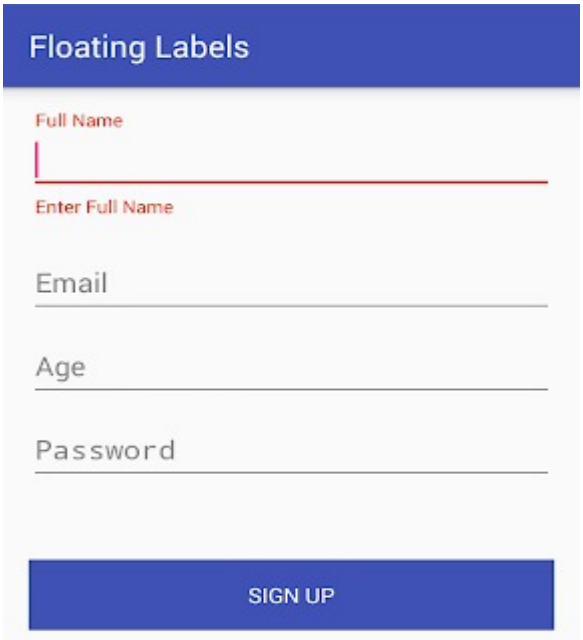
2.2.2 Text View: -

This control is used to display text to the user. A Text View displays text to the user and optionally allows them to edit it. A Text View is a complete text editor, however the basic class is configured to not allow editing.

2.2.3 Edit Text: -

Edit Text is a predefined subclass of Text View that includes rich editing capabilities. A Edit Text is an overlay over Text View that configures itself to be editable. It is the predefined subclass of Text View that includes rich editing capabilities.

A user interface element for entering and modifying text.
Choosing the input type configures the keyboard type that is shown, acceptable characters, and appearance of the edit text. For example, if you want to accept a secret number, like a unique pin or serial number, you can set input Type to "numericPassword". An inputType of "numericPassword" results in an edit text that accepts numbers only, shows a numeric keyboard when focused, and masks the text that is entered for privacy.



2.3 Resources: -

2.3.1 Drawable: -

A drawable resource is a general concept for a graphic that can be drawn to the screen and which you can retrieve with APIs such as getDrawable(int) or apply to another XML resource with attributes such as android:drawable and android:icon

A drawable resource is a general concept for a graphic that can be drawn to the screen. Drawables are used to define shapes, colors, borders, gradients, etc. which can then be applied to views within an Activity.

This is typically used for customizing the view graphics that are displayed within a particular view or context. Drawables tend to be defined in XML and can then be applied to a view via XML or Java.

2.3.2 String: -

A string resource provides text strings for your application with optional text styling and formatting. There are three types of resources that can provide your application with strings. All strings are capable of applying some styling markup and formatting arguments.

2.3.3 Color: -

A color value defined in XML. The color is specified with an RGB value and alpha channel. You can use a color resource any place that accepts a hexadecimal color value. You can also use a color resource when a drawable resource is expected in XML.

A color is a simple resource that is referenced using the value provided in the name attribute (not the name of the XML file). As such, you can combine color resources with other simple resources in the one XML file, under one <resources> element.

USER INTERFACE OF THE APP

Generally, every application is combination of View and ViewGroup. As we know, an android application contains a large number of activities and we can say each activity is one page of the application. So, each activities contains multiple user interface components and those components are the instances of the View and ViewGroup.

The graphical user interface for an Android app is built using a hierarchy of View and ViewGroup objects. View objects are usually UI widgets such as buttons or text fields and ViewGroup objects are invisible view containers that define how the child views are laid out, such as in a grid or a vertical list.

Android provides an XML vocabulary that corresponds to the subclasses of View and ViewGroup so we can define UI in XML using a hierarchy of UI elements.

A View is defined as the user interface which is used to create an interactive UI components such as TextView, EditText, Radio Button, etc. and it responsible for event handling and drawing. The basic building block for user interface is a View object which is

- created from the View class and occupies a rectangular area on the screen and is responsible for drawing and event handling.
- View is the base class for widgets, which are used to create interactive UI components like buttons, text fields, etc.
- A ViewGroup act as a base class for layouts and layouts parameters which hold other Views or ViewGroups and to define the layout properties.
- The ViewGroup is a subclass of View and provides invisible container that hold other Views or other ViewGroups and define their layout properties.
- At third level we have different layouts which are subclasses of ViewGroup class and a typical layout defines the visual structure for an Android user interface and can be created either at run time using View/ViewGroup objects or you can declare your layout using simple XML file main_layout.xml which is located in the res/layout folder of your project.

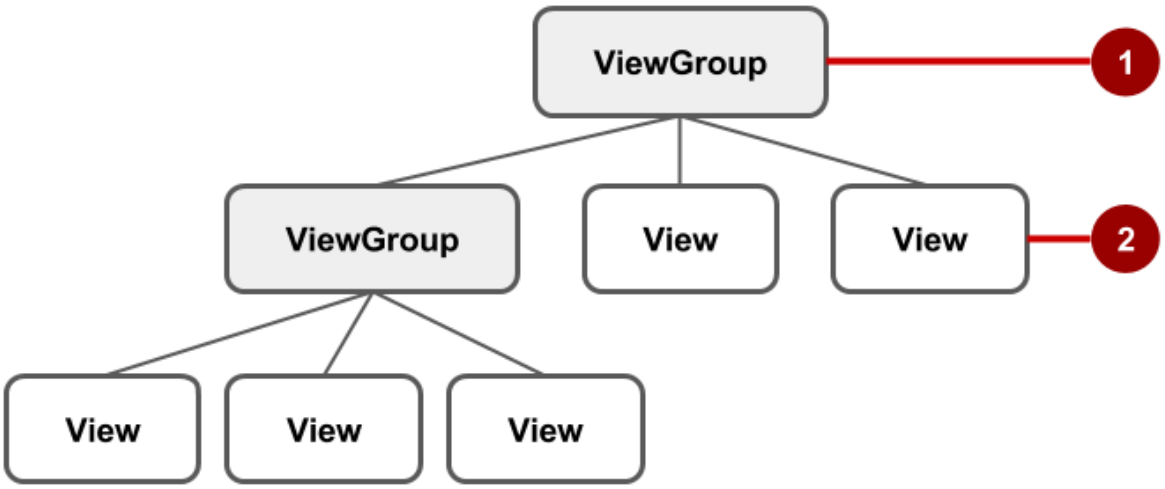


Figure 1. Illustration of how ViewGroup objects form branches in the layout and contain other View objects.

CODE OF THE APP

Activity_Main.Xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout 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"
    android:gravity="center"
    android:orientation="vertical"
    android:background="@drawable/muskan"
    tools:context=".MainActivity">
    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/button1"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="CURRENCY CONVERTER"
            android:textSize="20dp"/>

    </LinearLayout>
    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:orientation="horizontal">

        <Button
            android:id="@+id/button2"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="GST CALCULATOR"
            android:layout_marginTop="20dp"
            android:textSize="20dp"/>
    </LinearLayout>

    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:orientation="horizontal">

        <Button
            android:id="@+id/button3"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="STOP WATCH"
            android:layout_marginTop="20dp"
            android:textSize="20dp"/>
    </LinearLayout>

    <LinearLayout
        android:layout_width="wrap_content"
```

```
        android:layout_height="wrap_content"
        android:orientation="horizontal">

        <Button
            android:id="@+id/button4"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="TEMPERATURE CONVERTER"
            android:layout_marginTop="20dp"
            android:textSize="20dp"/>
    </LinearLayout>
```

MainActivity.java

```
package com.example.currencyconverter;

import androidx.appcompat.app.AppCompatActivity;

import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    public Button b1,b2,b3,b4;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        b1 = findViewById(R.id.button1);
        b2 = findViewById(R.id.button2);
        b3 = findViewById(R.id.button3);
        b4 = findViewById(R.id.button4);
        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                openActivity();
            }
        });
        b2.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                openActivity2();
            }
        });
        b3.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                openActivity3();
            }
        });
        b4.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                openActivity4();
            }
```

```
        });
    }
        public void openActivity(){
            Intent intent = new Intent(this,Activity1.class);
            startActivity(intent);
        }
        public void openActivity2(){
            Intent intent = new Intent(this,Activity2.class);
            startActivity(intent);
    }
    public void openActivity3(){
        Intent intent = new Intent(this,Activity3.class);
        startActivity(intent);
    }
    public void openActivity4(){
        Intent intent = new Intent(this,Activity4.class);
        startActivity(intent);
    }
}
```

Activity_1.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout 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"
android:gravity="center"
android:orientation="vertical"
    android:background="@drawable/muskan"
tools:context=".MainActivity">

<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="40dp"
        android:text="Currency Converter"
        android:textColor="@color/black"
        android:textStyle="bold"/>
</LinearLayout>
<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="20dp"
    android:orientation="horizontal">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Enter The Amount :"
        android:textSize="20dp"
        android:textStyle="bold"
```

```
        android:textColor="@color/black"/>
    <EditText
        android:id="@+id/txtamount"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:hint="****"
        android:textColor="@color/black"
        android:ems="10"/>
</LinearLayout>
<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="From :"
        android:textColor="@color/black"
        android:textSize="20dp"
        android:textStyle="bold"/>
    <Spinner
        android:id="@+id/spFrom"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:ems="10"/>
</LinearLayout>

<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="To :"
        android:textColor="@color/black"
        android:textSize="20dp"
        android:textStyle="bold"/>
    <Spinner
        android:id="@+id/spTo"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:ems="10"/>
</LinearLayout>

<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal">

    <Button
        android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Convert"
        android:background="@color/teal_200"/>
</LinearLayout>
```

```
</LinearLayout>
```

Activity1.java

```
package com.example.currencyconverter;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.ArrayAdapter;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Spinner;
import android.widget.Toast;

import java.util.Collections;

public class Activity1 extends AppCompatActivity {
    Spinner sp1,sp2;
    Button b1;
    EditText e1;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_1);
        e1 = findViewById(R.id.txtamount);
        b1 = findViewById(R.id.button);
        sp1 = findViewById(R.id.spFrom);
        sp2 = findViewById(R.id.spTo);

        String[] from = {"INR","USD","SriLankan Rupees","Euro","Japanese
Yen","British Pound"};
        ArrayAdapter ad = new
ArrayAdapter<String>(this,R.layout.support_simple_spinner_dropdown_item,fro
m);
        sp1.setAdapter(ad);

        String[] to1 = {"INR","USD","SriLankan Rupees","Euro","Japanese
Yen","British Pound"};
        ArrayAdapter ad1 = new
ArrayAdapter<String>(this,R.layout.support_simple_spinner_dropdown_item,to1
);
        sp2.setAdapter(ad1);

        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                Double tot;
                Double amount = Double.parseDouble(e1.getText().toString());
                if(sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "USD"){
                    tot = amount * 0.013;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "SriLankan Rupees"){
                    tot = amount * 2.59;
```

```
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "Euro"){
                    tot = amount * 0.011;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "Japanese Yen"){
                    tot = amount * 1.45;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "British Pound"){
                    tot = amount * 0.0096;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "USD" &&
sp2.getSelectedItem().toString() == "British Pound"){
                    tot = amount * 0.72;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "USD" &&
sp2.getSelectedItem().toString() == "INR"){
                    tot = amount * 74.93;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "USD" &&
sp2.getSelectedItem().toString() == "Euro"){
                    tot = amount * 0.83;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "USD" &&
sp2.getSelectedItem().toString() == "SriLankan Rupees"){
                    tot = amount * 193;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "USD" &&
sp2.getSelectedItem().toString() == "Japanese Yen"){
                    tot = amount * 108.79;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "SriLankan Rupees" &&
sp2.getSelectedItem().toString() == "Japanese Yen"){
                    tot = amount * 0.56;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "SriLankan Rupees" &&
sp2.getSelectedItem().toString() == "Euro"){
                    tot = amount * 0.0043;
```

```
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "SriLankan Rupees" &&
sp2.getSelectedItem().toString() == "INR"){
                    tot = amount * 0.39;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "SriLankan Rupees" &&
sp2.getSelectedItem().toString() == "USD"){
                    tot = amount * 0.0052;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "SriLankan Rupees" &&
sp2.getSelectedItem().toString() == "British Pound"){
                    tot = amount * 0.0038;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "British Pound" &&
sp2.getSelectedItem().toString() == "SriLankan Rupees"){
                    tot = amount * 266.66;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "British Pound" &&
sp2.getSelectedItem().toString() == "INR"){
                    tot = amount * 103.04;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "British Pound" &&
sp2.getSelectedItem().toString() == "USD"){
                    tot = amount * 1.38;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "British Pound" &&
sp2.getSelectedItem().toString() == "Euro"){
                    tot = amount * 1.15;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "British Pound" &&
sp2.getSelectedItem().toString() == "Japanese Yen"){
                    tot = amount * 150.38;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Euro" &&
sp2.getSelectedItem().toString() == "Japanese Yen"){
                    tot = amount * 130.33;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Euro" &&
sp2.getSelectedItem().toString() == "INR"){
                    tot = amount * 89.22;
```

```
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Euro" &&
sp2.getSelectedItem().toString() == "USD"){
                    tot = amount * 1.20;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Euro" &&
sp2.getSelectedItem().toString() == "British Pound"){
                    tot = amount * 0.87;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Euro" &&
sp2.getSelectedItem().toString() == "SriLankan Rupees"){
                    tot = amount * 231.20;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Japanese Yen" &&
sp2.getSelectedItem().toString() == "SriLankan Rupees"){
                    tot = amount * 1.77;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Japanese Yen" &&
sp2.getSelectedItem().toString() == "INR"){
                    tot = amount * 0.68;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Japanese Yen" &&
sp2.getSelectedItem().toString() == "USD"){
                    tot = amount * 0.0092;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Japanese Yen" &&
sp2.getSelectedItem().toString() == "British Pound"){
                    tot = amount * 0.0067;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
                if(sp1.getSelectedItem().toString() == "Japanese Yen" &&
sp2.getSelectedItem().toString() == "Euro"){
                    tot = amount * 0.0077;
                    Toast.makeText(getApplicationContext(),tot.toString(),To
ast.LENGTH_LONG).show();
                }
            }
        });
    }
}
```

Activity_2.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    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"
    android:orientation="vertical"
    android:background="@drawable/muskan"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:textColor="@color/black"
        android:text="GST CALCULATOR APP"
        android:textStyle="bold"
        android:layout_marginTop="20sp"
        android:gravity="center_horizontal"
        android:textSize="30sp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

    <TextView
        android:layout_width="match_parent"
        android:layout_height="50dp"
        android:id="@+id/txtView1"
        android:text="Enter the amount"
        android:textColor="@color/black"
        android:layout_marginTop="30sp"
        android:gravity="center_horizontal"
        android:textSize="25sp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

    <EditText
        android:id="@+id/txt_amount"
        android:layout_width="match_parent"
        android:layout_height="50dp"
        android:hint="Amount"
        android:textColor="@color/black"
        android:gravity="center_horizontal"
        android:textSize="25sp"
        android:layout_below="@+id/txtView1"
        >

    </EditText>

    <TextView
        android:id="@+id/txtView2"
        android:layout_width="match_parent"
        android:layout_height="50dp"
        android:layout_below="@+id/txt_amount"
        android:textColor="@color/black"
```

```
        android:layout_marginTop="40sp"
        android:gravity="center_horizontal"
        android:text="Enter the GST Percent"
        android:textSize="25sp" />

    <EditText
        android:id="@+id/txt_gst_percent"
        android:layout_width="match_parent"
        android:layout_height="50dp"
        android:hint="GST %"
        android:textColor="@color/black"
        android:layout_below="@+id/txtView2"
        android:gravity="center_horizontal"
        android:textSize="25sp">

    </EditText>

    <TextView
        android:layout_marginTop="15sp"
        android:id="@+id/txt_gst_amount"
        android:layout_width="match_parent"
        android:layout_height="50dp"
        android:textColor="@color/black"
        android:layout_below="@+id/txt_gst_percent"
        android:textSize="20sp" />

    <TextView
        android:id="@+id/txt_total_amount"
        android:layout_width="match_parent"
        android:layout_height="50dp"
        android:textColor="@color/black"
        android:layout_below="@+id/txt_gst_amount"
        android:textSize="20sp" />

    <Button
        android:id="@+id/btn_calculate"
        android:layout_width="wrap_content"
        android:layout_height="50dp"
        android:layout_below="@+id/txt_total_amount"
        android:layout_marginLeft="100dp"
        android:text="Calculate"
        android:textAlignment="center"
        android:textSize="20sp" />

</LinearLayout>
```

Activity2.java

```
package com.example.currencyconverter;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
```

```
public class Activity2 extends AppCompatActivity {
    TextView txt_gst_amount,txt_total_amount;
    EditText txt_amount, txt_gst_percent;
    Button btn_calculate;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_2);
        txt_amount=findViewById(R.id.txt_amount);
        txt_gst_amount=findViewById(R.id.txt_gst_amount);
        txt_gst_percent=findViewById(R.id.txt_gst_percent);
        txt_total_amount=findViewById(R.id.txt_total_amount);
        btn_calculate=findViewById(R.id.btn_calculate);

        btn_calculate.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                float
total=Float.parseFloat(txt_amount.getText().toString());
                float
gst_percent=Float.parseFloat(txt_gst_percent.getText().toString());
                float gst_amount=(gst_percent / 100)*total;
                txt_gst_amount.setText("GST Amount is: " + gst_amount);

                float total_amount=total+gst_amount;
                txt_total_amount.setText("The Net Total Amount: " +
total_amount);
            }
        });
    }
}
```

Activity_3.Xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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"
    android:background="@drawable/muskan"
    tools:context=".MainActivity">
    <RelativeLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent">
        <TextView
            android:id="@+id/text1"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="0:00:00"
            android:textColor="@color/black"
            android:textSize="60sp"
            android:layout_centerHorizontal="true"
            android:layout_marginTop="200dp"/>
```

```
        <com.google.android.material.floatingactionbutton.FloatingActionButt
on
            android:id="@+id/stop"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:src="@drawable/stop"
            android:layout_margin="72dp"
            android:layout_alignParentStart="true"
            android:layout_alignParentBottom="true"
            android:onClick="onStop"/>
        <com.google.android.material.floatingactionbutton.FloatingActionButt
on
            android:id="@+id/start"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:src="@drawable/play"
            android:layout_margin="72dp"
            android:layout_centerInParent="true"
            android:layout_alignParentBottom="true"
            android:onClick="onStart"/>
        <com.google.android.material.floatingactionbutton.FloatingActionButt
on
            android:id="@+id/reset"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:src="@drawable/refresh"
            android:layout_margin="72dp"
            android:layout_alignParentEnd= "true"
            android:layout_alignParentBottom="true"
            android:onClick="onReset"/>

    </RelativeLayout>
</androidx.constraintlayout.widget.ConstraintLayout>
```

Activity3.java

```
package com.example.currencyconverter;

import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.os.Handler;
import android.os.PersistableBundle;
import android.view.View;
import android.widget.TextView;

import java.util.Locale;

public class Activity3 extends AppCompatActivity {
    private int seconds;
    private boolean running;
    private boolean wasRunning;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
```

```
        setContentView(R.layout.activity_3);
        if(savedInstanceState!=null){
            savedInstanceState.getInt("seconds");
            savedInstanceState.getBoolean("running");
            savedInstanceState.getBoolean("wasRunning");
        }

        runTimer();
    }
    public void onStart(View view) {
        running=true;
    }
    public void onStop(View view) {
        running=false;
    }
    public void onReset(View view) {
        running=false;
        seconds=0;
    }

    @Override
    protected void onPause() {
        super.onPause();
        wasRunning=running;
        running=false;
    }

    @Override
    protected void onResume() {
        super.onResume();
        if(wasRunning){
            running=true;
        }
    }

    @Override
    public void onSaveInstanceState(@NonNull Bundle outState) {
        super.onSaveInstanceState(outState);
        outState.putInt("seconds",seconds);
        outState.putBoolean("running",running);
        outState.putBoolean("wasRunning",wasRunning);
    }

    private void runTimer() {
        TextView timeView=findViewById(R.id.text1);
        Handler handler=new Handler();

        handler.post(new Runnable() {
            @Override
            public void run() {
                int hours=seconds / 3600;
                int minutes=(seconds % 36000) / 60;
                int secs=seconds%60;
                String time=String.format(Locale.getDefault(),
                        "%d:%02d:%02d",
                        hours,minutes,secs);
                timeView.setText(time);
                if(running){
                    seconds++;
                }
```

```
                handler.postDelayed(this,1000);
            }
        });
    }

}
```

Activity_4.Xml:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    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"
    android:orientation="vertical"
    android:background="@drawable/muskan"
    tools:context=".MainActivity">


    <TextView
        android:id="@+id/textView"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Temperature Convertor"
        android:textSize="30dp"
        android:textColor="@color/black"
        android:textStyle="bold"
        android:textAlignment="center"
        android:layout_marginTop="20dp"/>

    <EditText
        android:id="@+id/enterTemp"
        android:layout_width="250dp"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:ems="10"
        android:inputType="numberDecimal"
        android:textColorHint="@color/black"
        android:hint="Enter Temperature"
        android:textAlignment="center"
        android:textSize="20dp"
        android:layout_marginTop="10dp"/>

    <Button
        android:id="@+id/cToF"
        android:layout_width="325dp"
        android:layout_height="wrap_content"
        android:text="Celsius To Fahrenheit"
        android:textAlignment="center"
        android:textSize="10dp"
        android:layout_gravity="center"
        android:layout_marginTop="10dp"
        android:textAllCaps="false"/>

    <Button
```

```
        android:id="@+id/fToC"
        android:layout_width="325dp"
        android:layout_height="wrap_content"
        android:text="Fahrenheit To Celsius"
        android:textAlignment="center"
        android:textSize="10dp"
        android:layout_gravity="center"
        android:layout_marginTop="5dp"
        android:textAllCaps="false"/>

    <Button
        android:id="@+id/cToK"
        android:layout_width="325dp"
        android:layout_height="wrap_content"
        android:text="Celcius To Kelvin"
        android:textAlignment="center"
        android:textSize="10dp"
        android:layout_gravity="center"
        android:layout_marginTop="5dp"
        android:textAllCaps="false"/>

    <Button
        android:id="@+id/kToC"
        android:layout_width="325dp"
        android:layout_height="wrap_content"
        android:text="Kelvin To Celcius"
        android:textAlignment="center"
        android:textSize="10dp"
        android:layout_gravity="center"
        android:layout_marginTop="5dp"
        android:textAllCaps="false"/>

    <Button
        android:id="@+id/fToK"
        android:layout_width="325dp"
        android:layout_height="wrap_content"
        android:text="Fehrenheit To Kelvin"
        android:textAlignment="center"
        android:textSize="10dp"
        android:layout_gravity="center"
        android:layout_marginTop="5dp"
        android:textAllCaps="false"/>

    <Button
        android:id="@+id/kToF"
        android:layout_width="325dp"
        android:layout_height="wrap_content"
        android:text="Kelvin To Fehrenheit"
        android:textAlignment="center"
        android:textSize="10dp"
        android:layout_gravity="center"
        android:layout_marginTop="5dp"
        android:textAllCaps="false"/>

    <TextView
        android:id="@+id/result"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="0 Degrees"
        android:textAlignment="center"
```

```
        android:textColor="@color/black"
        android:textSize="25dp"
        android:layout_gravity="center"
        android:layout_marginTop="15dp"/>
</LinearLayout>
```

Activity4.java

```
package com.example.currencyconverter;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.widget.*;
import android.view.View;

public class Activity4 extends AppCompatActivity {
   private Button cToF, fToC, cToK, kToC, fToK, kToF;
   private TextView result;
   private EditText enterTemp;
   double result0;
   @Override
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_4);

        cToF = findViewById(R.id.cToF);
        fToC = findViewById(R.id.fToC);
        cToK = findViewById(R.id.cToK);
        kToC = findViewById(R.id.kToC);
        kToF = findViewById(R.id.kToF);
        fToK = findViewById(R.id.fToK);

        result = findViewById(R.id.result);
        enterTemp = findViewById(R.id.enterTemp);

        cToF.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                double temp =
Double.parseDouble(enterTemp.getText().toString());
                result0 = (temp *1.8) + 32;
                result.setText(String.valueOf(result0));
            }
        });
        fToC.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                double temp =
Double.parseDouble(enterTemp.getText().toString());
                result0 = (temp - 32) / 1.8;
                result.setText(String.valueOf(result0));
            }
        });
        cToK.setOnClickListener(new View.OnClickListener() {
```

```
            @Override
            public void onClick(View v) {

                double temp =
Double.parseDouble(enterTemp.getText().toString());
                result0 = temp + 273.15;
                result.setText(String.valueOf(result0));
            }
        });
        kToC.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                double temp =
Double.parseDouble(enterTemp.getText().toString());
                result0 = temp - 273.15;
                result.setText(String.valueOf(result0));
            }
        });
        fToK.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                double temp =
Double.parseDouble(enterTemp.getText().toString());
                result0 = ((temp - 32)*5) / 9 + 273.15;
                result.setText(String.valueOf(result0));
            }
        });
        kToF.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                double temp =
Double.parseDouble(enterTemp.getText().toString());
                result0 = ((temp - 273.15)*9) / 5 + 32;
                result.setText(String.valueOf(result0));
            }
        });

    }
}
```

ic_launcher_background.xml

```
<?xml version="1.0" encoding="utf-8"?>
<vector xmlns:android="http://schemas.android.com/apk/res/android"
    android:width="108dp"
    android:height="108dp"
    android:viewportWidth="108"
    android:viewportHeight="108">
    <path
        android:fillColor="#3DDC84"
        android:pathData="M0,0h108v108h-108z" />
    <path
        android:fillColor="#00000000"
        android:pathData="M9,0L9,108"
        android:strokeWidth="0.8"
```

```
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M19,0L19,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M29,0L29,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M39,0L39,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M49,0L49,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M59,0L59,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M69,0L69,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M79,0L79,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M89,0L89,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M99,0L99,108"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,9L108,9"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,19L108,19"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,29L108,29"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
```

```
    <path
        android:fillColor="#00000000"
        android:pathData="M0,39L108,39"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,49L108,49"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,59L108,59"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,69L108,69"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,79L108,79"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,89L108,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M0,99L108,99"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M19,29L89,29"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M19,39L89,39"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M19,49L89,49"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M19,59L89,59"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M19,69L89,69"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
```

```
        android:fillColor="#00000000"
        android:pathData="M19,79L89,79"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M29,19L29,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M39,19L39,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M49,19L49,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M59,19L59,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M69,19L69,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
    <path
        android:fillColor="#00000000"
        android:pathData="M79,19L79,89"
        android:strokeWidth="0.8"
        android:strokeColor="#33FFFFFF" />
</vector>
```

ic_launcher_foreground.xml

```
<vector xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:aapt="http://schemas.android.com/aapt"
    android:width="108dp"
    android:height="108dp"
    android:viewportWidth="108"
    android:viewportHeight="108">
    <path android:pathData="M31,63.928c0,0 6.4,-11 12.1,-13.1c7.2,-2.6 26,-
1.4 26,-1.4138.1,38.1L107,108.9281-32,-1L31,63.928z">
        <aapt:attr name="android:fillColor">
            <gradient
                android:endX="85.84757"
                android:endY="92.4963"
                android:startX="42.9492"
                android:startY="49.59793"
                android:type="linear">
                <item
                    android:color="#44000000"
                    android:offset="0.0" />
                <item
                    android:color="#00000000"
                    android:offset="1.0" />
```

```
            </gradient>
        </aapt:attr>
    </path>
    <path
        android:fillColor="#FFFFFF"
        android:fillType="nonZero"
        android:pathData="M65.3,45.828l3.8,-6.6c0.2,-0.4 0.1,-0.9 -0.3,-
1.1c-0.4,-0.2 -0.9,-0.1 -1.1,0.3l-3.9,6.7c-6.3,-2.8 -13.4,-2.8 -19.7,0l-
3.9,-6.7c-0.2,-0.4 -0.7,-0.5 -1.1,-0.3C38.8,38.328 38.7,38.828
38.9,39.22l3.8,6.6C36.2,49.428 31.7,56.028 31,63.928h46C76.3,56.028
71.8,49.428 65.3,45.828zM43.4,57.328c-0.8,0 -1.5,-0.5 -1.8,-1.2c-0.3,-0.7 -
0.1,-1.5 0.4,-2.1c0.5,-0.5 1.4,-0.7 2.1,-0.4c0.7,0.3 1.2,1
1.2,1.8C45.3,56.528 44.5,57.328 43.4,57.328L43.4,57.328zM64.6,57.328c-0.8,0
-1.5,-0.5 -1.8,-1.2s-0.1,-1.5 0.4,-2.1c0.5,-0.5 1.4,-0.7 2.1,-0.4c0.7,0.3
1.2,1 1.2,1.8C66.5,56.528 65.6,57.328 64.6,57.328L64.6,57.328z"
        android:strokeWidth="1"
        android:strokeColor="#00000000" />
</vector>
```

play.xml

```
<vector android:height="24dp" android:tint="#49C646"
    android:viewportHeight="24" android:viewportWidth="24"
    android:width="24dp"
xmlns:android="http://schemas.android.com/apk/res/android">
    <path android:fillColor="@android:color/white"
android:pathData="M12,2C6.48,2 2,6.48 2,12s4.48,10 10,10 10,-4.48 10,-
10S17.52,2 12,2zM10,16.5v-9l6,4.5 -6,4.5z"/>
</vector>
```

refresh.xml

```
<vector android:height="24dp" android:tint="#49C646"
    android:viewportHeight="24" android:viewportWidth="24"
    android:width="24dp"
xmlns:android="http://schemas.android.com/apk/res/android">
    <path android:fillColor="@android:color/white"
android:pathData="M17.65,6.35C16.2,4.9 14.21,4 12,4c-4.42,0 -7.99,3.58 -
7.99,8s3.57,8 7.99,8c3.73,0 6.84,-2.55 7.73,-6h-2.08c-0.82,2.33 -3.04,4 -
5.65,4 -3.31,0 -6,-2.69 -6,-6s2.69,-6 6,-6c1.66,0 3.14,0.69
4.22,1.78L13,11h7V4l-2.35,2.35z"/>
</vector>
```

stop.xml

```
<vector android:height="24dp" android:tint="#49C646"
    android:viewportHeight="24" android:viewportWidth="24"
    android:width="24dp"
xmlns:android="http://schemas.android.com/apk/res/android">
    <path android:fillColor="@android:color/white"
        android:fillType="evenOdd"
android:pathData="M8,16h8V8H8V16zM12,2C6.48,2 2,6.48 2,12s4.48,10
10,10s10,-4.48 10,-10S17.52,2 12,2L12,2z"/>
</vector>
```

colors.xml

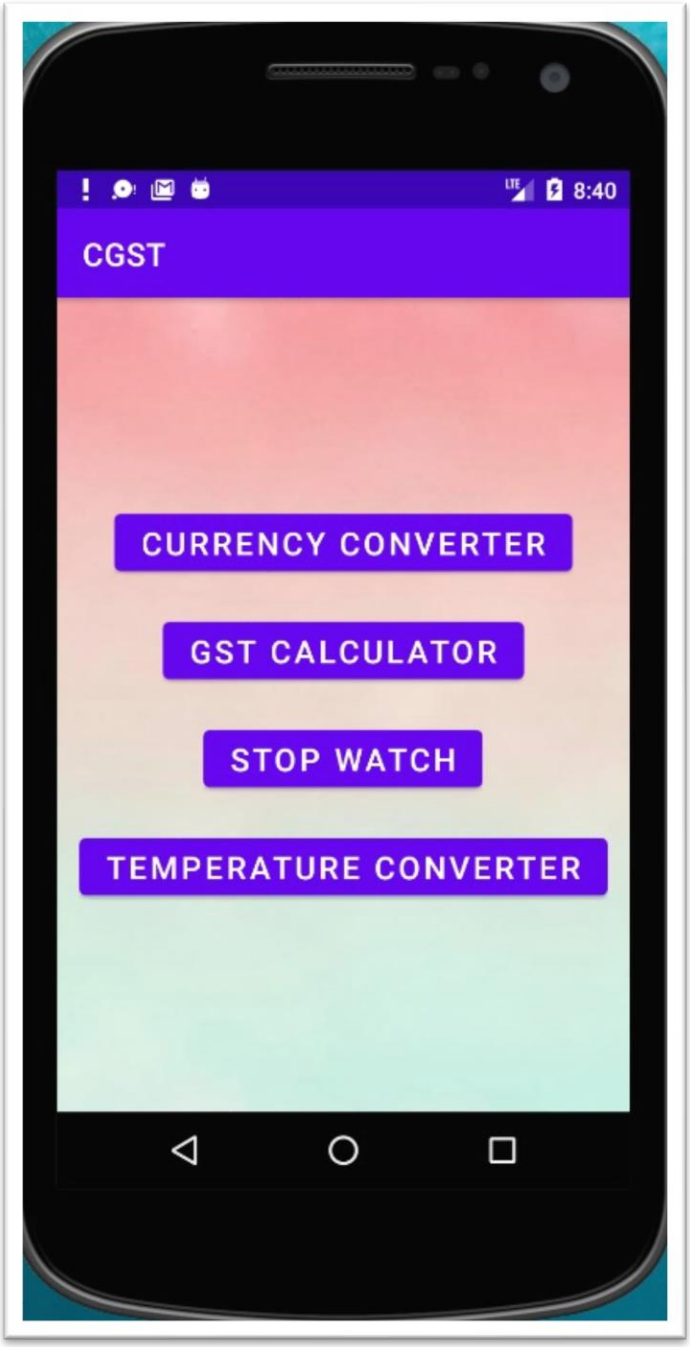
```
<?xml version="1.0" encoding="utf-8"?>
<resources>
   <color name="purple_200">#FFBB86FC</color>
   <color name="purple_500">#FF6200EE</color>
   <color name="purple_700">#FF3700B3</color>
   <color name="teal_200">#FF03DAC5</color>
   <color name="teal_700">#FF018786</color>
   <color name="black">#FF000000</color>
   <color name="white">#FFFFFFFF</color>
</resources>
```

AndroidManifest.xml

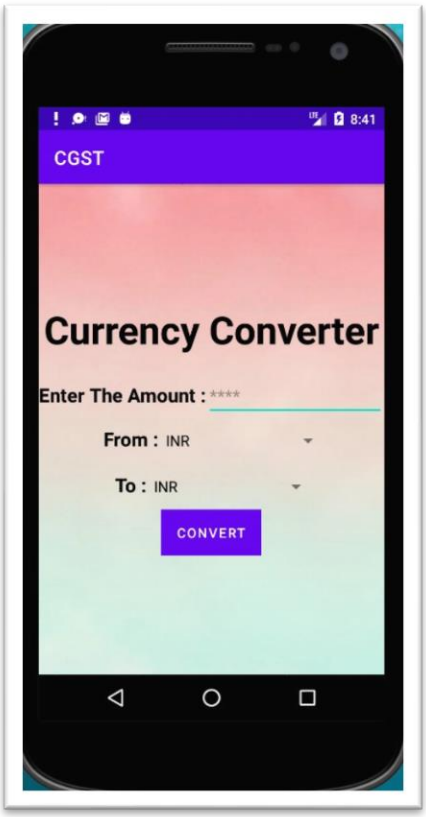
```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
   package="com.example.currencyconverter">

   <application
       android:allowBackup="true"
       android:icon="@mipmap/ic_launcher"
       android:label="@string/app_name"
       android:roundIcon="@mipmap/ic_launcher_round"
       android:supportsRtl="true"
       android:theme="@style/Theme.CurrencyConverter">

       <activity android:name=".Activity4" />
       <activity android:name=".Activity3" />
       <activity android:name=".Activity2" />
       <activity android:name=".Activity1" />
       <activity android:name=".MainActivity">
           <intent-filter>
               <action android:name="android.intent.action.MAIN" />

               <category android:name="android.intent.category.LAUNCHER" />
           </intent-filter>
       </activity>
   </application>

</manifest>
```

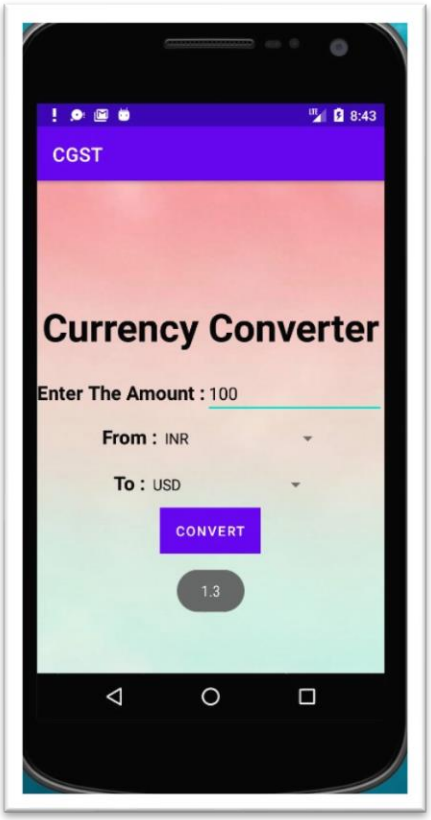
OUTPUTS

1.Homepage



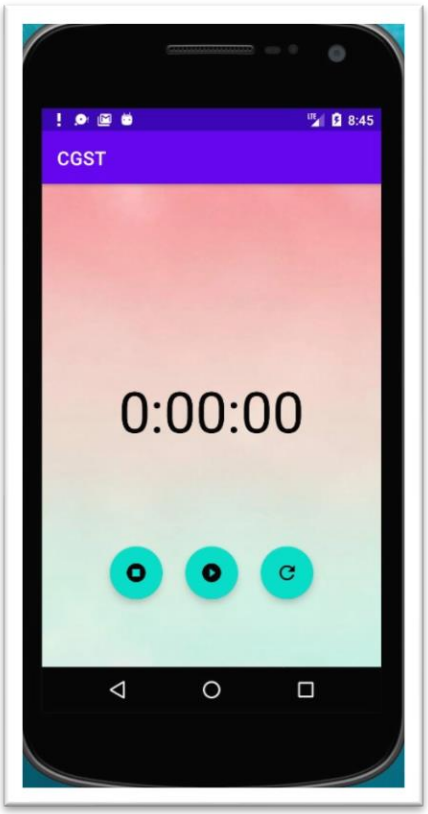
2. Currency Converter

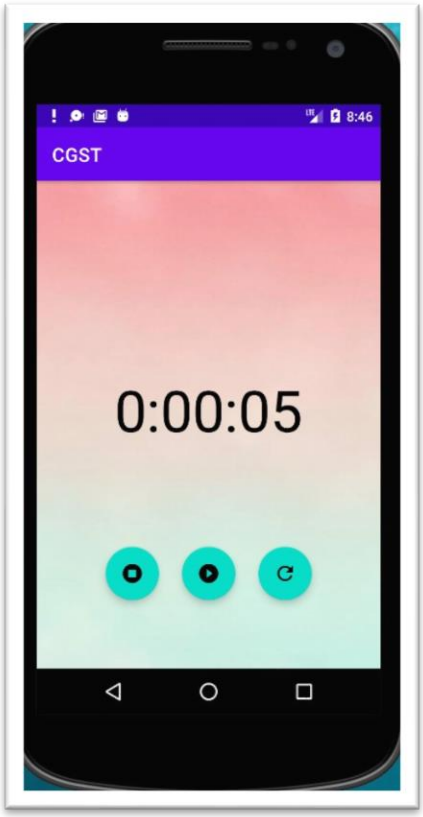




3. GST Calculator

4. Stop Watch





5. Temperature Converter