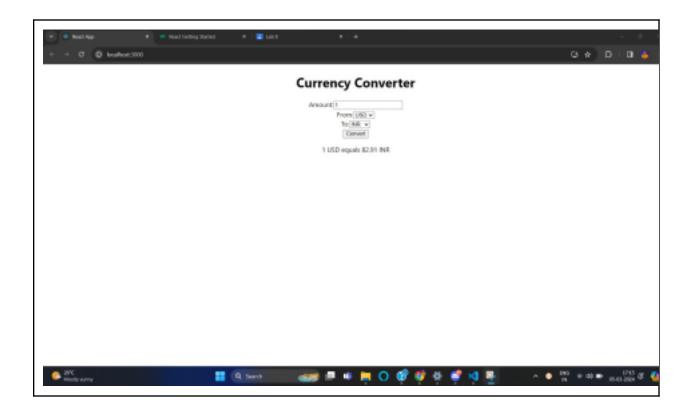
Pushpendra Singh Dangi

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 =>
 const handleFromCurrencyChange = event
 const handleToCurrencyChange = event =>
 const handleConvert = =>
   let exchangeRate
   if fromCurrency === 'USD' && toCurrency === 'INR'
     else if fromCurrency === 'INR' && toCurrency === 'USD'
     else
   const converted = parseFloat amount * exchangeRate
```

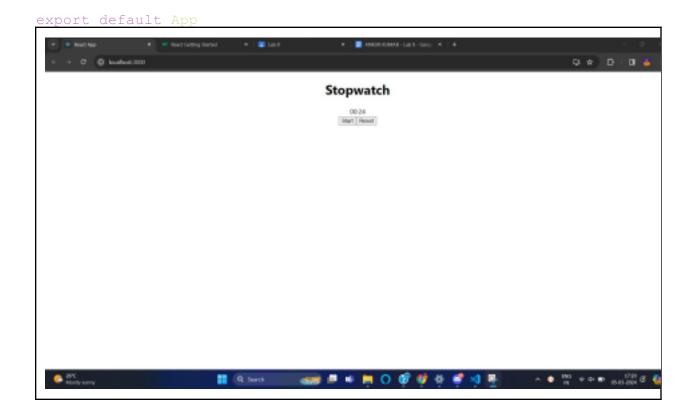
```
return
   <div className="App">
     <h1>
                           </h1>
     <div>
       <label>
                             <input type="number" value={amount}</pre>
onChange={handleAmountChange} />
       </label>
     </div>
     <div>
       <label>
         <select value={fromCurrency}</pre>
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}> 
     {convertedAmount &&
      {amount} {fromCurrency} {convertedAmount} {toCurrency}
      }
   </div>
```



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
   => prevTime + 1 1000
 const handlePause = =>
   setIsRunning false
 const handleReset = =>
   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</pre>
   className="controls">
     {!isRunning ?
       <button onClick={handleStart}> </putton> :
       <button onClick={handlePause}> </button> }
     <button onClick={handleReset}> </button> </div>
 </div>
```



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
 useState null   const   newMessage   setNewMessage =
 useState '' const messages setMessages = useState
             =>
             =>
   if selectedConversation
  const fetchConversations =
   const mockConversations =
       id: 1 name: 'Friend 1'
       id: 2 name: 'Friend 2'
 const fetchMessages = conversationId =>
       id: 1 text: 'Hello!' sender: 'Friend 1' timestamp: new
Date
       id: 2 text: 'Hi there!' sender: 'You' timestamp: new Date
 const handleConversationClick = conversation =>
 const handleMessageSend = =>
   const message = id: messages length + 1 text: newMessage sender:
'You' timestamp: new Date
```

```
setNewMessage ''
 return
   <div className="App">
     <div className="sidebar">
       <h2>
                       </h2>
       <l
                           {conversations map conversation =>
                             handleConversationClick conversation }>
            {conversation name}
           }
       </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'</pre>
? 'sent' : 'received'}>
                                  {message text}
                                  <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>
```

